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ACE RACER OFFER!

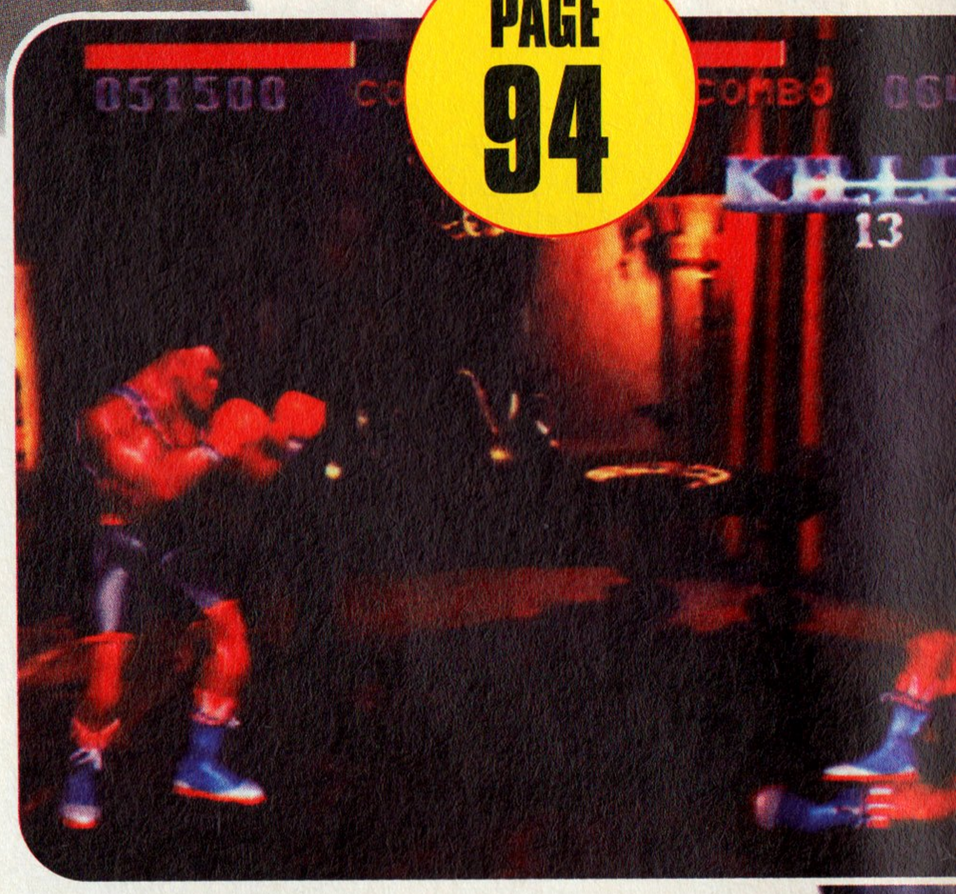
Street Racer is perhaps the best racing game to hit the Super NES in some time. How fitting then that we should have one of the best offers to hit NMS for some time in the form of a FREE MULTI-TAP for all those wise enough to purchase their copy of the game from Dixons. Turn to page 32 with all appropriate speed for more details.

PAGE 32

KILLER ON THE LOOSE!

Forget everything else you've read elsewhere. Killer Instinct is here, it's the coolest, we've played it extensively, we've got amazing EXCLUSIVE pictures that weren't taken over someone's shoulder on a crappy instamatic. And we've bundled it all up into a murderously good feature for your immediate consumption (with fava beans and a nice little Chianti) on page 94.

PAGE 94



PAGE 88

KICK ON!

Footy games - we've played 'em all, loved a few, loathed others, but never has any one made such an impression as Konami's entirely ace International Superstar Soccer. Never, you hear! A swift boot upfield to page 88 will reval why we think this is the BEST SOCCER GAME EVER!

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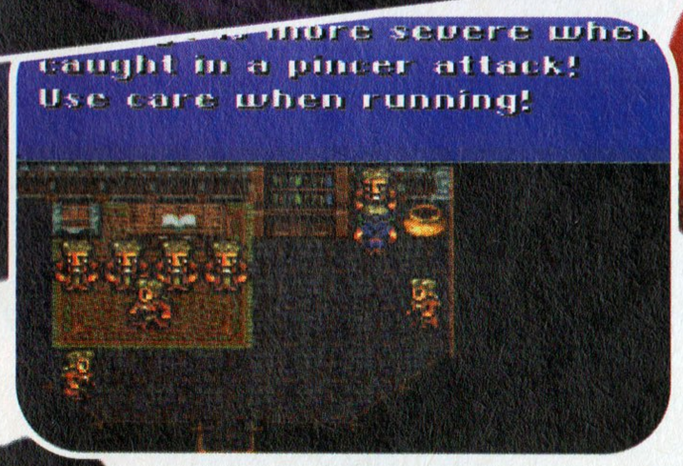

DREAMS ARE MADE OF THIS?

To say that Squaresoft have something of a following in Japan is a gross understatement. Hordes of Japanese gamers camped out all night to ensure their copy of Final Fantasy 3 when it was released recently - then rioted when stocks ran out! Surely no game can be that good, can it? We bust up the fisticuffs between Gary and Paul and find out for ourselves...

YOU'RE GOING HOME IN A POLYGONAL AMBULANCE

Any game involving the latest FX Chip technology has got to be worthy of our attention - especially when it turns out to be a beat 'em up designed by the masters of FX trickery, Argonaut. FX Fighters is its name and we've had EXCLUSIVE access to it. Pugilistic preview on page 108.

PAGE 108

BEAT THE

CEVG
"...a combination of Road Rash, Mario Kart and FIFA...This is a game of skill and experimentation and it'll be months before you exhaust the tactics for success"
94%

NMS
" A thoroughly smart racing game that encourages some really devious play. An absolute must buy for speed demons with like minded mates"
92%

Superplay
"Don't bother waiting for Mario Kart 2, go out and buy this. We like it lots"
91%

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TRAFFIC!

STREET RACER

IT'S A RACE RIOT

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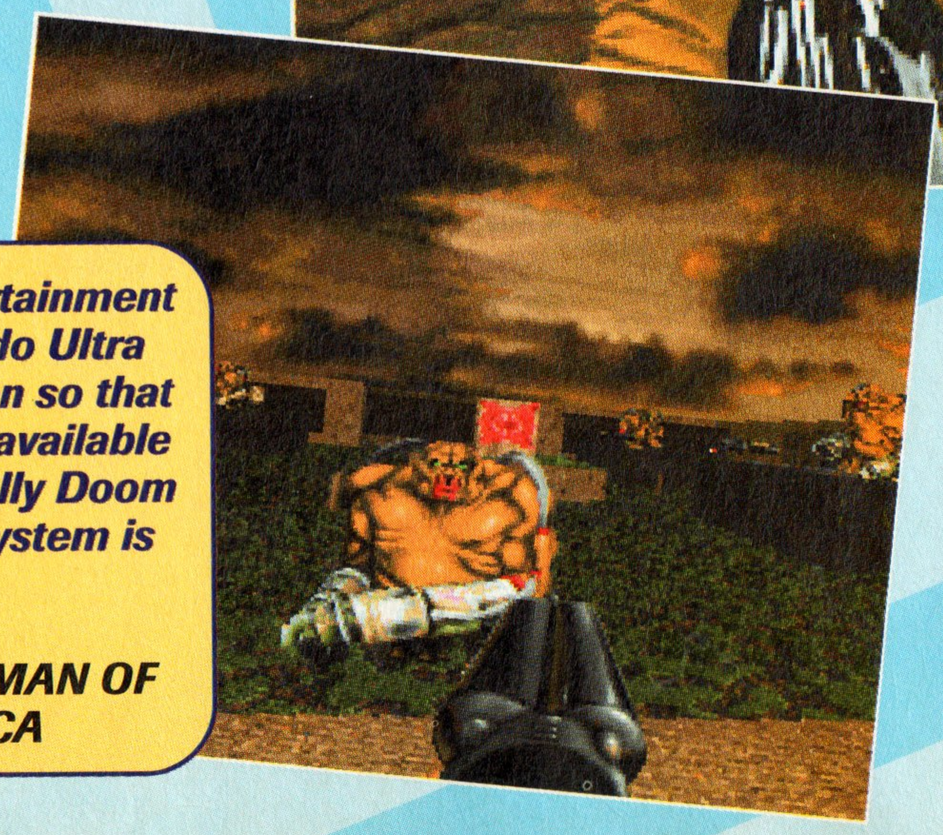
NMN

NINTENDO NEWS NETWORK

PREPARE TO

WILLIAMS SET TO DEVELOP A NEW DOOM GAME FOR ULTRA 64 HOME SYSTEM!!

At last it seems as if the Ultra 64 wave is gathering momentum with more and more companies coming out of the development closet and admitting they too are developing games for Nintendo's block-busting machine. And now news has reached the NMS offices that is sure to gladden the heart of even the most cynical gamer. Coin-op giants, Williams, who have already started showing off Cruis 'n USA (see last issue) have announced they are to team up with ID software - developers of the



(ABOVE) There is such an incredible sense of 'being there' in the Doom games. Surround sound enables scenes like this to seem very, VERY, real!

"We have given Williams Entertainment immediate access to Nintendo Ultra game development information so that the new DOOM game will be available to game players - and especially Doom fans - when our new 64 bit system is launched."

HOWARD LINCOLN, CHAIRMAN OF NINTENDO OF AMERICA

THRILL TO REALT
EXPLORE HUGE T
KILL DEMONS FO

MEET THY DOOM!

almighty Doom games - to produce what will surely be the Doom game to end them all.

Doom, for those of you who have only just been born, is a first-person perspective scrolling blaster that has completely dominated the PC games market for over a year now, and it is about to make its impact on the new generation of home consoles too. It is the sequel to the controversial Wolfenstein 3D, released last year for the Super NES, but is far and away more impressive and involving. So what makes it so good?

FIGHT TO SURVIVE!

With no beginning or end as such, there is, however, a goal: Find the exit to whichever hellish environment you find yourself whilst felling hordes of Zombies and Demons like trees with various grades of high-impact weaponry. The enemy attacks seldom let up either - they're the most ravenous beasts ever to infest a video-game!

"We are excited to bring this incredibly popular computer game to the Ultra 64. The new DOOM will contain many unique features including new game play levels, additional characters and enhanced graphics."

BYRON COOK, PRESIDENT OF WILLIAMS ENTERTAINMENT

ONE FALSE MOVE AND YOU'RE DEAD MEAT!

As a half-crazed mercenary type, you are afforded great freedom of movement. This extends to ducking in and out of doorways and similar nooks or crannies to avoid the attacks of the ghouls by means of sideways movement as well as the standard left and right. This tactic also comes in handy for launching surprise attacks. Even stalking the corridors and arenas looks convincing as the outlook on this virtual world bobs up and down slightly as your feet pace the ground. Doom experts are able to round demons up like so much cattle by making use of dead-ends to slay their enemy in one massive attack - often by employing the use of a nearby barrel of gas which is blasted in order to make it explode.

ULTRA SCARY!

With the untold power of the Ultra 64 anything is possible in this new Doom title. ID are an extremely talented team and the techniques they have pioneered on high-end PCs ought to develop into something truly awesome on the new Nintendo machine. Characters that scale quite jerkily toward the screen at the cost of detail should find themselves replaced by perfectly defined, fluidly animated substitutions of the standard seen in Killer Instinct. The sounds generated will have no limitation either. Imagine submerging yourself into this kind of environment via a VR headset or better (we are yet to see what Nintendo's ground-breaking VR equipment entails) and shudder in anticipation. More news as and when we get it.

ME MONSTER MASSACRES!
EXTURE-MAPPED MAZES!
R ABSOLUTELY NO REASON!

NEWS

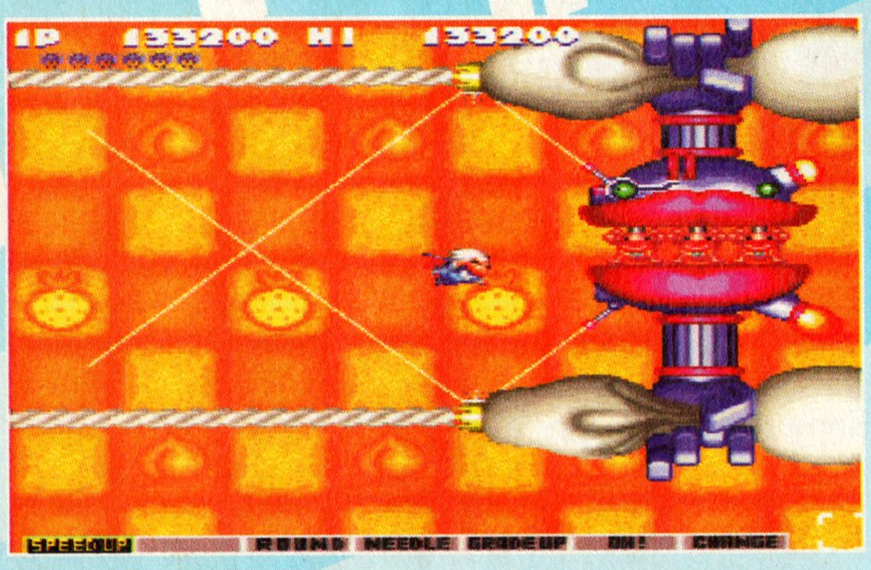
THE ULTIMATE IN PARODY GAMES?

Ultimate Parodius, the latest spectacular shoot 'em up released in Japan by Konami, is being held back in the UK as the company are unsure of its chances this Christmas. This despite it being their most accomplished conversion of a coin-op ever; even going so far as to incorporate three extra ships over the arcade counterpart. So as the Japanese go crazy over another classic title bursting with character, we're all left in the shadows wondering why on earth this, along with Geoman II, is denied our itching trigger fingers!

EXCLUSIVE FIRST LOOK

Cool New Ships

The original Parodius is initially outstanding because players have the choice of four characters to fly into action. Ultimate Parodius has 16! Actually there are only eight, but a two-player mode offers different variations of the same craft. Vic Viper makes a return, alongside Twinbee, Octopus and Pentarou the lovable Penguin. In addition there are four characters new to the coin-op: Hikaru the Bubble Girl, Mambo the fish, Michael the cherub pig (!) and Koitsu - some cool kind of matchstick figure who rides a paper aeroplane. PLUS the three new characters exclusive to the Super NES conversion are: Baby, who chucks bottles; Kid Dracula, who throws stakes and, finally, Goeman the warrior who directs handfuls of coins at the enemy.



(ABOVE) Mind out for those tracer lasers. Oh, and be sure to dodge those deadly beams of confectionary icing, Marlon. Hey, we've not used "Marlon" captions for yonks!

Brighter Boss Characters

Though it's hard for situations to become any more bizarre in this second Parodius title, they don't get any easier to understand. How do you explain a Giant Panda wearing a Tutu, or a Mermaid killing your ship softly with her voice? What could have inspired the appearance of penguins shielding behind a giant cardboard cut-out of a woman, sporting a ghetto-blaster, producing transparent images of deadly Rabbits that only disappear once the bunny ears have been blasted from the head of the cardboard woman? The mind boggles!

Totally Secretive

Hidden inside the twisted mess of Ultimate Parodius are two extra stages: Special Stage and Random Stage. The first is encountered only after completing the game skillfully and without continuing. Random Stage is extremely elusive and is found only when special requirements are met.

Now, is all this cool or what! Someone, preferably 60 000 or so Super NES owners, ought to have a word in Konami's already swollen ear. In the meantime watch these pages for any promising developments.

(BELOW) So twisted is the logic in Ultimate Parodius that it has a boss that fires power-ups at you - making it easier to kill! Makes no sense at all.

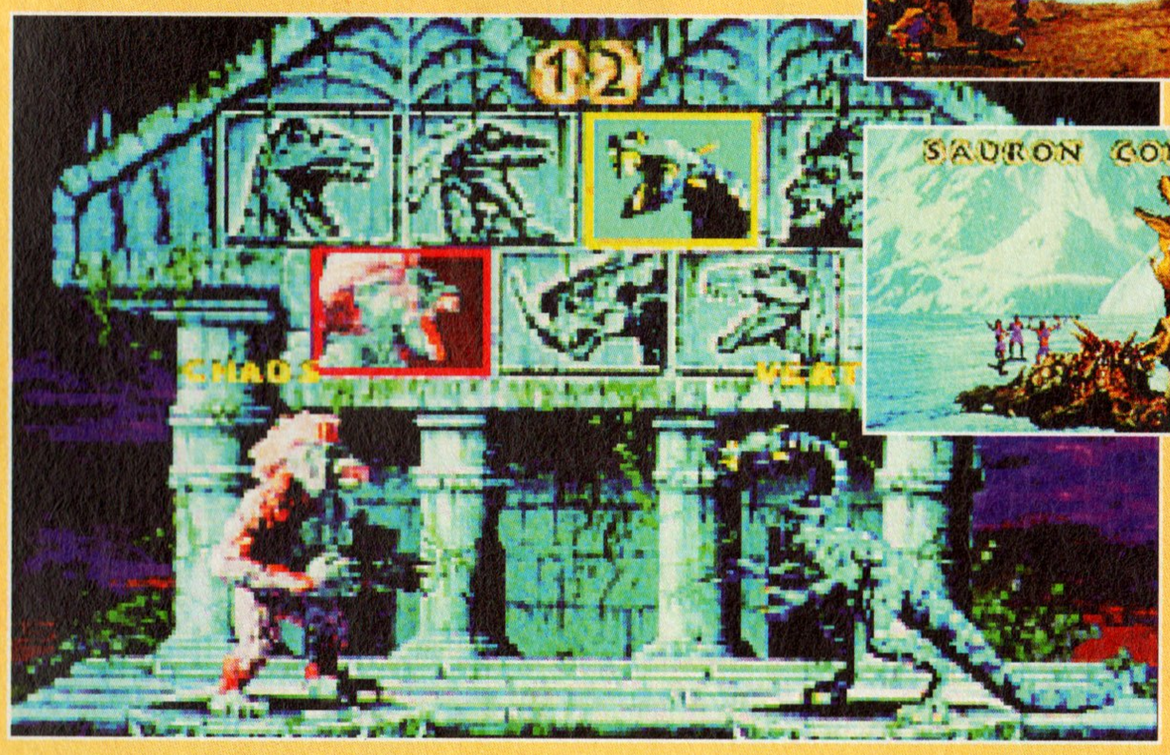
GOT THE TIME ON YOU, COP?

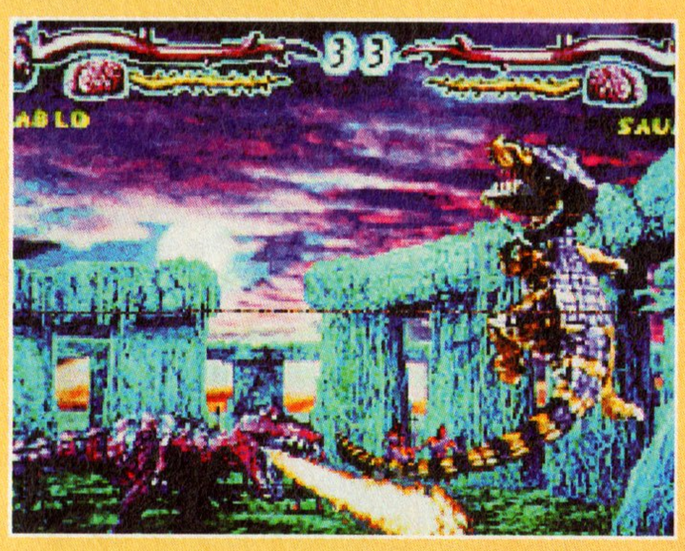
Are there no brakes on the quality-game-producing machine that is JVC? For not content with unleashing two rather good film tie-ins in the form of Super Jedi and Indiana Jones' Greatest Adventure they have announced Time Cop - the game of the forthcoming Jean Claude Van Damme movie. The film tells the story of, surprisingly, a cop who travels back in time to save his wife who was brutally murdered ten years ago. Sounds intriguing, doesn't it? Unfortunately the game doesn't have such a racy storyline, but it does feature digitised characters from the film as well as some nifty martial artsing Van Damme-style. Could be one to watch out for. More news soon.

NEWS

THE FURY OF RAGE

Fancy a fighting game with a bit more bite? Well tough! You'll just have to wait until autumn next year when Time Warner Interactive release one of this year's most exciting arcade bashers - Primal Rage. The major difference between this and any of the other million beat 'em ups around is that it features as its contenders a frightening array of Dinosaurs, Apes and other such primordial nasties. The game also benefits from a specially designed animation technique that allows for much greater fluidity of movement. These shots should give you an indication of just what to expect when the game finally arrives. More on this roar-cous release soon.



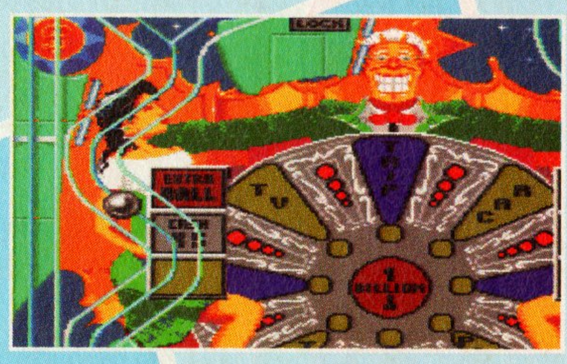


BLAZE OF GLORY

Ubisoft seem to be on a bit of a roll at the moment. First they release the fabulous Street Racer, then they announce the forthcoming official release of two much-sought titles from RPG-meisters, Enix. The first is Actraiser 2, a spell-casting affair that forgoes the strategy aspects of its predecessor in favour of more platform-based action - not that it stopped the game scoring a very respectable 92% when we reviewed it yonks ago. The second release is Soul Blazer, a Zelda-style jobbie that should definitely form part of any RPG fan's collection. Both games are out in December at a price of £49.99 and should be thoroughly investigated.

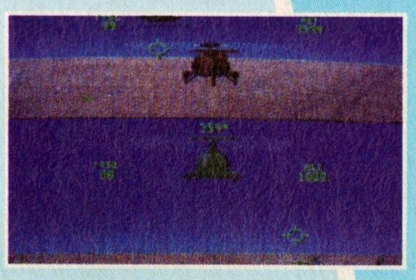
THE BALLS ARE BACK!

If there's one genre that the Super NES is short of it's the Pinball simulation. In fact, up until now, the only official release flipper fanatics have been able to lay their hands on is Gametek's rather fine Pinball Dreams. How fitting then that it should be Gametek who bring out the next generation - Pinball Fantasies. The four new tables in this sequel - Partyland, Speed Devils, Billion Dollar Gameshow and Stones and Bones - feature improvements in just about every field. The graphics are prettier, the ball-handling is more realistic, the eight-way scrolling smoother, the tables are more exciting and players are able to alter the angle of the table to speed up or slow down play. If all this sounds too exciting, take comfort in the knowlege that you'll only have to wait until January for both the Super NES and Game Boy versions to be released. Wizard!



CARRY IT OFF!

Last month we revealed Carrier Aces, the two-player WW2 flight sim from Gametek (previewed this month). And they're at it again with their flight sim releasing malarkey this month too! Air Cavalry is the game in question and it brings the Carrier Aces theme up to date with whizzy Choppers as the combatting craft, and a modern-day Mode 7 desert location. Like Carrier Aces, the game features a plethora of missions for the lone player, but, we suspect, more fun in the two-player head-to-head scenarios. The game is not due until early next year, so content yourselves, dogfight-fans, with these screenshots until then...



Nintendo

PEOPLE SYSTEM

MAD ANDY "NO RESPECT" MCVITTIE
BAD GARY "SHUGGS"HARROD
DANGEROUS TO KNOW PAUL "BALLHEAD" DAVIES
SOMEWHAT UNHINGED PETE "OLIVER REED" BARRELL
BORN TO HANG PAUL"OLD HEAD-YOUNG SHOULDERS" BUFTON
OVERSEAS CORRESPONDENT WARREN HARROD

THANKS TO ROBERT BURNETT OF GTE, JOHN WHISLER, PERRIN KAPLAN, THE COWS AND THE DONKEYS, MINXETTE, THE THREE WISE MEN AND THE LITTLE BABY JESUS.
NO THANKS TO STEVE HILLAGE AND SYSTEM 7 FOR DRIVING US ALL UP THE WALL WITH HIS TRAGIC HIPPIE TECHNO

AD MANAGER SIMON "D.C.I" HAMER ***GROUP AD MANAGER*** MELANIE "TOO NICE TO HAVE A NICKNAME" ROBERTS
PRODUCT MANAGER NICHOLA "GIRL WITH THE LAUGHING EYES" BENTLEY ***MARKETING MANAGER*** KAREN "SPLITTER" WILLIAMS ***PUBLISHING DIRECTOR*** DAVID "SPORTS-CASUAL" KELLY ***PROMOTIONS PUBLISHER*** NIGEL "LET ME RUN THIS BY YOU" TAYLOR ***MANAGING DIRECTOR*** TERRY "NO JOKES PLEASE" PRATT
CONTRIBUTORS: Steve "the cat" Merretti **EDITORIAL TOY FACTORY** Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. PHONE: 071 972 6700 FAX: 071 972 6703 PRINTED BY: TPL LTD COLOUR BY: Sarah Jane APT and COLOURTECH DISTRIBUTED BY: FRONTLINE PRINTED IN THE UK © EMAP IMAGES 1994 SUBSCRIPTIONS AND BACK ISSUE ENQUIRIES: Tower Publishing, Tower House, Sovereign Park, Lathkill Street, Market Harborough, Leicestershire. Subscriptions hotline (9:30-5:30 Mon-Fri) 0858 468888 CAN'T-SAY-FAIRER-THAN-THAT SUBSCRIPTION RATES (12 issues) United Kingdom and BFPO: £34.00 Eire: £44.00 Europe Airmail: £44.00 Rest of World Airmail (Zone 1): £60.00 Rest of World Airmail (Zone 2): £69.00 Rest of World Surface Mail: £40.00 Nintendo Co. Ltd. is the owner of the copyright and trademark rights in certain of the characters, artwork, logos and representations used in this publication. These are under licence to EMAP Images Limited. ©1994 Nintendo. All rights reserved. NINTENDO, NINTENDO ENTERTAINMENT SYSTEM, NES, GAME BOY, SUPER GAME BOY, SUPER NES, ULTRA 64 and NINTENDO SUPER SCOPE are trademarks of Nintendo Co. Ltd. NINTENDO MAGAZINE SYSTEM is the copyright of EMAP Images. Any duplication, transmission or use of any of the text or pictures contained within these pages without prior permission of the publishers will result in the sort of legal action that'll make you wish you'd been born a stoat instead of a low-down and dirty plagiarist.
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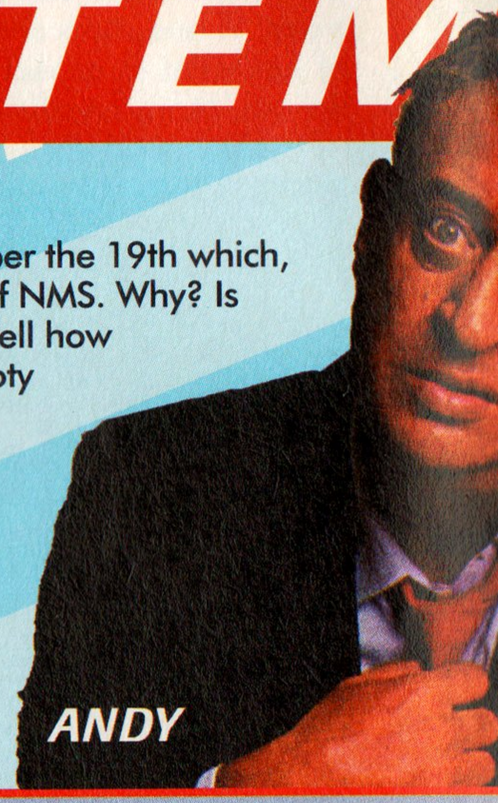
NMS Guide to talking "Ga". Pt 13,003,956
Ah, 'tis the festive season let us look at a few of the ways in which our quite insane Art Editor might offer a season's greetings. Scene: A snowy night; Gary is woken from slumber by the Salvation Army playing carols outside. A knock on the door could solicit one of several responses. The most favoured, however, would be **"GOD REST THIS! YE MERRY GENTLEHOGS!"** To be accompanied by a raising of the forearm with fist clenched and a disgusting sound made by drawing saliva through the teeth. This very advanced communication may also involve some sort of trombone insertion incorporating latent carol sheet retrieval at a nearby infirmary. Look, how much longer can this realistically continue?

SEASONAL SALUTATIONS

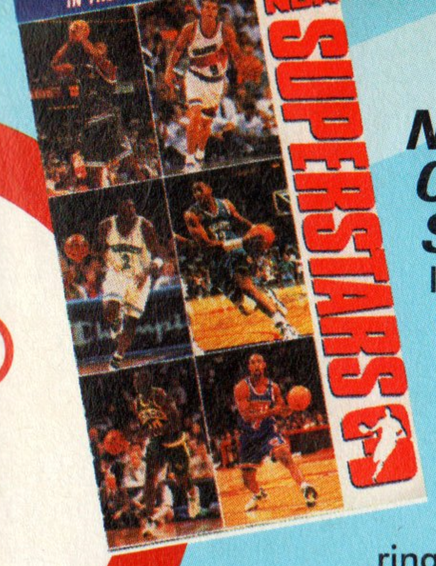
Christmas has been moved this year to November the 19th which, oddly enough, coincides with the release date of NMS. Why? Is news of Ultra 64 Doom, not reason enough? Well how about a totally EXCLUSIVE review of the best footy game ever - Konami's International Superstar Soccer? You want more? Geez! Ok then, what about a fab feature on FX Fighter, the latest FX chip creation from Argonaut? Yeah? No! Oh alright I'll chuck in a completely brilliant and, dare I add, EXCLUSIVE feature on what is surely set to be the biggest beat 'em up of all time - KILLER INSTINCT!!! Now come on, what better reason to celebrate is there than that?


ANDY

THE NMS CHRISTMAS LISTS
Christmas comes but once a year - usually sometime in November here at NMS where once more it's time to wheel out those oh-so-funny staff biographies that we so love to compile and you just skip straight past. Hey but we just keep on doing them all the same anyway so, come on, take a look and find out if the NMS staff are the true gaming gods you suspected they were all along...

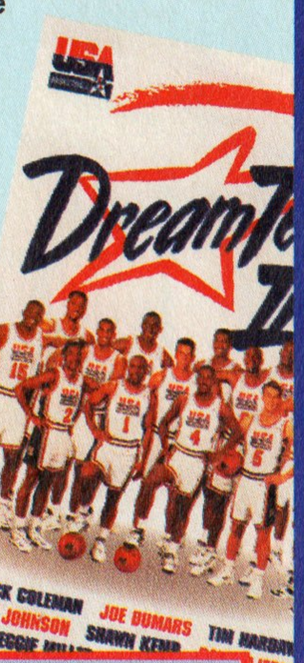
NAME:ANDY MCVITTIE
NICKNAMES:Andropov McVitski, lard-ass and a variety of highly amusing variations on a biscuitular theme.
JOB DESCRIPTION:Bully Paul, get taken out to lunch for 6 hours and collect an unfeasible amount of money for it. It's a dirty job...
I LIVE IN:Helsinki
HOBBIES:Mountain biking, Bongos, stoat hatchery.
SCARFING MATERIAL:Cheesy Peas - a combination of peas and cheese, Crisperton Crunch Bars (with extra chunks).
BARFING MATERIAL:Those cuppa soup 'n pasta "meals" that Paul thinks pass as real Italian food from the Pollo bar, any blue cheese.
DUDES:Wor Jacqui, Bush Tucker Man, Les Dawson, Rodney Dangerfield, Andrei Kanchelskis, Ian Wright, Tom Jones, Barry Grant, Christopher Walken, Lemmy.
DUNCES:The Government.
TV HEAVEN:Bush Tucker Man, Frasier, all the soaps, the Fast Show, NBA Jam Session, Eurotrash, Knowing Me Knowing You.
FAB FILMS:Reservoir Dogs, Speed, Jurassic Park, At Close Range, Carlito's Way, Pulp Fiction, The Crying Game, Deliverance, King Of New York.
MUSICAL MARVELS:United Future Organisation, Elis Regina, Paul Weller, King Tubby, The Small Faces, The Beatles, CSN.
GREAT GAMES OF THE YEAR:Donkey Kong Country, NBA Jam, NBA Live '95, Mortal Kombat II, International Superstars Soccer, Plok, Hebereke Popoon, Earthworm Jim, Cannon Fodder, Micro Machines, Kirby's Pinball.
DEEP SHAMES OF THE YEAR:Power Rangers - the game, the series, the toys - it's all crap.
WHAT I STAND FOR:A wee-wee
MY FAVOURITE PHRASE IN "GA" IS: "Parsnips!"
ALL I WANT FOR XMAS IS:Me two front teeth.
1995 IS GOING TO BE THE YEAR OF:A new arrival.

NAME:GARY HARROD
NICKNAMES:Bear, Nis, the Hard Rod, Shiggertons, Kriggertons, Piggertons and Wiggertons
JOB DESCRIPTION: 48 hour days for crap conditions and pay.
I LIVE IN: Flesh container
HOBBIES:Breakdown and repair of tissue, hand and eye co-ordination via electrical devices,
SCARFING MATERIAL:Tuna, chromium picolinate, complex carbohydrates and cow produce.
BARFING MATERIAL:



NMS ANNOUNCES COMPO WINNERS - SHOCK!

In a completely unprecedented move yesterday NMS Editor, Andy McVittie announced that "what with this being the season of good will to all stoats we might as well give away some of that crap we've been tripping over for the past month." He was of course referring to the fab prizes for GA'S GREAT GIVEAWAY and the HOOPS UPSIDE YOUR HEAD compos. So here are the winners: For the dunktacular Basketball comp they are San Ly of Leyland, Chris Giggins of Upminster, Richard Melville of St Thomas, Richard Delaney of Newbridge, Calum Scouller of Skelmorlie, Martin Bull of Catford, Andrew Fox of Hartlepool, Andy Chu of Biggleswade, Simon Rutherford of Chorley and Amun Blurth from Huddersfield who really ought to see someone about his handwriting. Two ace basketball videos are on their way to you courtesy of Fox Video and First Artist. But why end the merriment there when we also have the first winner in our monthly GREAT GA GIVEAWAY comp too - Keep an eye on your postbag Pauline Richardson of Bridlington who gets a bunch of T-Shirts, obscure Japanese booklets and stuff just as soon as Gary decides to bring it back. To win this month's GREAT GARY GIVEAWAY, simply construct an original sentence using as many words of GA as possible and bung it on the back off a postcard to the usual address.



RATINGS GUIDE

90–100 — ANY GAME SCORING 90 PER CENT OR ABOVE IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS RECOMMENDED AND ABSOLUTE MUST BUYS.
I've been up since 5-O Clock and mum and dad aren't awake yet. Think I'll sneak downstairs and see what's under the tree. Hey, what's this huge parcel? Why it's a pre-production Ultra 64 machine complete with Donkey Kong Country 2000 and Killer Instinct Super Turbo (with 37 hidden characters). I am truly most jubilant.

80–89 — This is a pretty big parcel too. Just read the label... Happy Christmas love Mum and Dad. That's nice. Smart! It's a brand spanking new Super NES with a game inside. Blimey, it's Donkey Kong Country. Deep joy!

70–79 — Wait, there's something else here too. A Super Game Boy. Not bad. Not bad at all.

60–69 — Hey, gerroff my Scalextrix Dad! Come on it's my turn now. Please!

50–59 — Hmmm. Some blank cassettes with a price tag from the petrol station still attached. Ho hum, could be worse I suppose...

40–49 — I get one of these things from my brother every blessed year - a selection box! Mind you I buy him one too, heh heh! Hold up! This *is* the one I bought him last year. Bah!!

30–39 — GAMES SCORING BELOW 40 PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK OF BADNESS
Aw great! I've been hoping to get some Power Rangers™ stuff from Gran. If I can just get the pape... What's this? Massive Morphing Mighty Rangers™! How am I going to be able to show my face in class now?

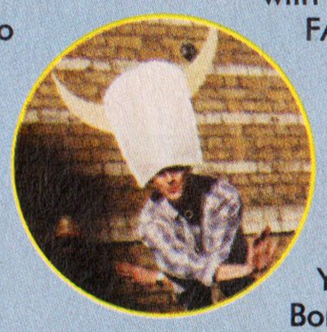
20–29 — Hey, it's another Game Boy game! Ace! Oh, it's Mister Chin's Gourmet Paradise. Damn!

0–19 — I've saved this one til last. I've been dreading opening it. It's soft, a bit smelly and it's wrapped in what looks like last years paper. Here goes then. Oh, Mario Pants. Thanks a lot Aunty Beryl, you shouldn't have. Really, you shouldn't.

DUDES: Puppy Shunkles, Dick Wei, Shiggertons, Dorian Yates.
DUNCES: Emap hierachy, Haringey council, Barclays bank.
TV HEAVEN: It's all crap
FAB FILMS: The big 'A' films
MUSICAL MARVELS: None of your business
GREAT GAMES OF THE YEAR: King of Fighters '94 is the greatest ever!
DEEP SHAMES OF THE YEAR: Staying at Emap
WHAT I STAND FOR: Super heavy squats with ultra poundages!!
MY FAVOURITE PHRASE IN "GA" IS: "You taking the old two 'un eight?"
ALL I WANT FOR XMAS IS: My Minxette
1995 IS GOING TO BE THE YEAR OF: A new life from May 20th, King of Fighters '95, can't wait!

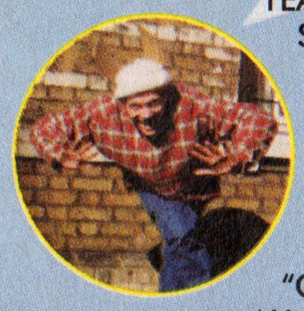
NAME:PAUL DAVIES

NICKNAMES:Paul, Davies, Paulski, Maroon, Idiot, Tsch.
JOB DESCRIPTION:Sit down. Stand up. Make three coffees (one with sugar.) Play games all day. Be nice to people. Stay calm. Stay very calm.
I LIVE IN:A really cool flat in Angel, Islington. Well I think it is.
HOBBIES:Guitar, Walking, Reading, Keeping calm - keeping very calm.
SCARFING MATERIAL:Wagon Wheels; Boiled Eggs and soldiers; anything at the Pollo Bar (this Italian place that Andy reckons is poor, only it's not!)
BARFING MATERIAL:Salad. Other peoples' Barf.
DUDES:Nicholas Cage, Frank Sinatra, Prince ('Symbol', whatever), Cary Grant, Sweep and all my friends.
DUNCES:Saddam Hussein is a super dunce. My cat at home. The National Front, Body Builders (you what! - Ga), people who carry guns.
TV HEAVEN:Not really a big fan of TV. Power Rangers... (damn!)
FAB FILMS:The Lion King, A Few Good Men, anything starring Audrey Hepburn or Fred Astaire.
MUSICAL MARVELS:Eat Static, Slow Boat to Barnet, The Future Sound of London, Tito Puente, Steve Vai, Orbital, cool Flamenco musicians.
GREAT GAMES OF THE YEAR:Donkey Kong '94, Wario Land, Super Street Fighter, Equinox, Secret of Mana, Stunt Race FX, NBA Jam, Illusion of Gaia, Super Metroid, Hebereke's Popoon, Earthworm Jim.
DEEP SHAMES OF THE YEAR:Pink Panther, Crash Dummies on Super NES, Space Ace, Zool.
WHAT I STAND FOR:Truth.
MY FAVOURITE PHRASE IN "GA" IS:The silent, confused expression. Looks like someone has their fingers up his nostrils and is squeezing the sides of his gob.
ALL I WANT FOR XMAS IS:Viviana Durante.
1995 IS GOING TO BE THE YEAR OF:Great discovery.



NAME:PETER BARRELL

NICKNAMES:Pete, Peteski, Petey-boy, Petey-goat Gruff, the Petester
JOB DESCRIPTION: Work,work,work.
I LIVE IN:Finchley
HOBBIES:Going out and spending pots of cash.
SCARFING MATERIAL:Chicken
BARFING MATERIAL:Meat with pipes in.
DUDES:Taxi drivers, Mark Little and all at the Big Breakfast.
DUNCES:East 17 etc
TV HEAVEN:For our tv to pick up ITV with no fuzz.
FAB FILMS:Don't make waves, Star Wars, Mystery Train and Spartacus.
MUSICAL MARVELS: Love TKO, Lou Reed and loads more.
GREAT GAMES OF THE YEAR: Popoon, Super Bomberman and Mortal Kombat II .
DEEP SHAMES OF THE YEAR: Not going on holiday.
WHAT I STAND FOR: The old ladies on tubes and buses
MY FAVOURITE PHRASE IN "GA" IS:Alright hog nuts
ALL I WANT FOR XMAS IS:?
1995 IS GOING TO BE THE YEAR OF: No more embarrassing photos



NAME:PAUL BUFTON

NICKNAMES:Buffery Zone, Mr. B., Mike, Kenneth.
JOB DESCRIPTION:Schizoid interdimensional word-wrangler.
I LIVE IN:A building with windows.
HOBBIES:Bear wrestling, face painting, and open-heart surgery.
SCARFING MATERIAL:Shep's Pie, Chicken Tikka Masala, Marmite.
BARFING MATERIAL:Fish à la bones, peppers, gristle – eeuyuk!
DUDES:Jack Nicholson, Neil Young, Bobby De Niro.
DUNCES:Keanu 'can't act for toffee' Reeves, Jimmy Hill
TV HEAVEN:Eastenders on a Sunday after, Northern Exposure, and the Ferrero Roche ad!
FAB FILMS:2001: A Space Odyssey, Outlaw Josie Wales, Star Wars
MUSICAL MARVELS:Stones, Parklife, Portishead
GREAT GAMES OF THE YEAR:Donkey Kong Country, Secret of Mana, Stunt Race FX
DEEP SHAMES OF THE YEAR:The 1994 World Cup - best forgotten really!
WHAT I STAND FOR:Getet from A to B.
MY FAVOURITE PHRASE IN "GA" IS:Quilt Child!
ALL I WANT FOR XMAS IS:A tangerine and an Ultra 64 please.
1995 IS GOING TO BE THE YEAR OF:The pig, or is it the donkey?

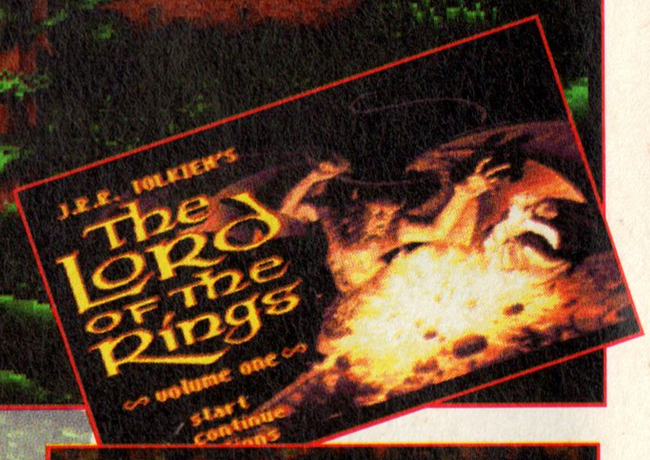
Widely acclaimed as the greatest fantasy story ever written, Tolkein's Lord of the Rings is set to make its debut on the Super NES. Tracing the trials and tribulations of Frodo Baggins, and his quest to protect the ring of rings from the filthy paws of the Sauron enemy, this is the first of three volumes that make up the epic adventure.

The Lord of the Rings

HOBBIT-UAL TALK

The task at hand is far too large and dangerous for Frodo to embark upon alone, and so he must gather together a hearty and strong band of friends. But finding them is a different matter. As is the case throughout the course of the game, a lot of chatting and asking questions is essential. Some of the villagers and travellers are more friendly than others, offering specific advice and directions.

(BELOW) *I am Threng-or, son of Kreng-or, grandson of Vreng-or, great gran... Look, it's Avon calling ok!*



FIRST VOLUME OF TOLKEIN'S EPIC OVERHEAD VIEW RPG ACTION GUARD THE RING OF RINGS

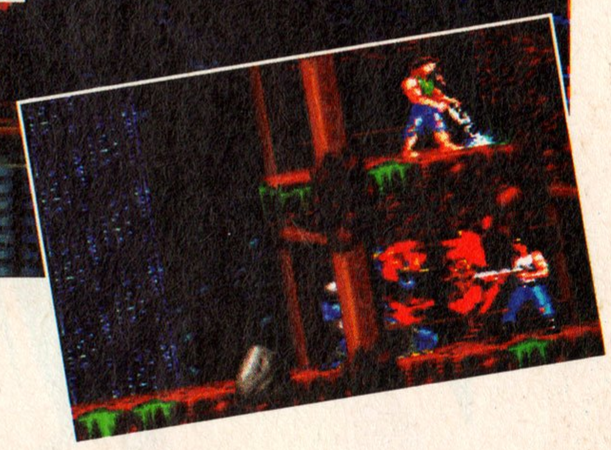
CARRIER BAGGINS

As well as interacting with the inhabitants of Tolkein's world, Frodo also has to piece together clues in the form of objects. No stone must be left unturned – especially in the labyrinthian caves – as vital letters are scattered around containing guidance. Other bundles found en route contain food, medical supplies, and maps, all of which are stored in Frodo's backpack and are accessible via the inventory screen.

SUPER NINTENDO ENTERTAINMENT SYSTEM **PREVIEW**

BLACKHAWK

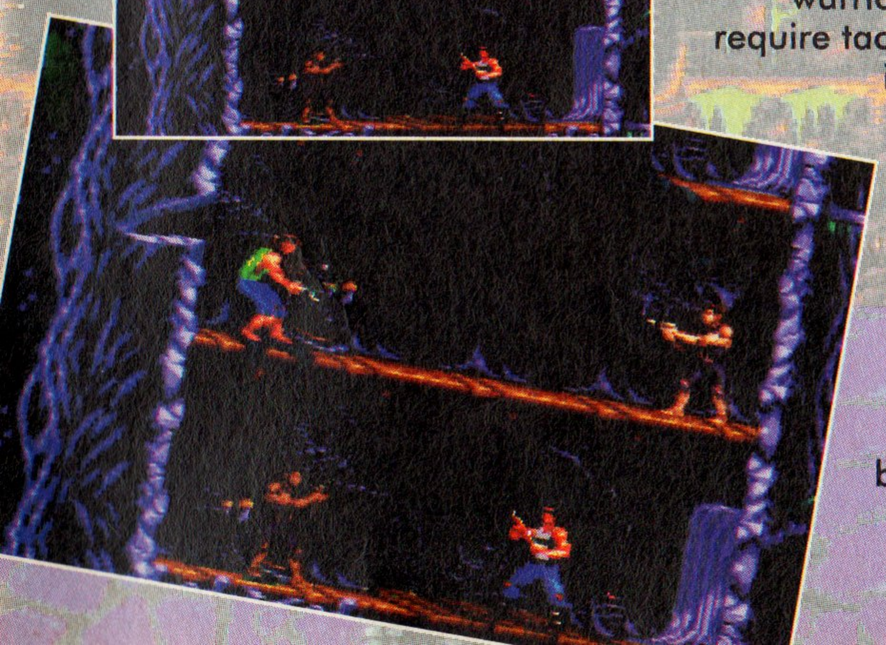
Take a slice of Castlevania, a pinch of Flashback, and a knob of Prince of Persia, throw them in a big pot with a sinister theme and an eerily crafted RPG style plot, and there you have it, Blackhawk. Promising to be one of the most atmospheric and sinister titles to lurk in the shadows of Super NES gaming, it's out to spook you soon!



IT'S A MIRA-KYLE!

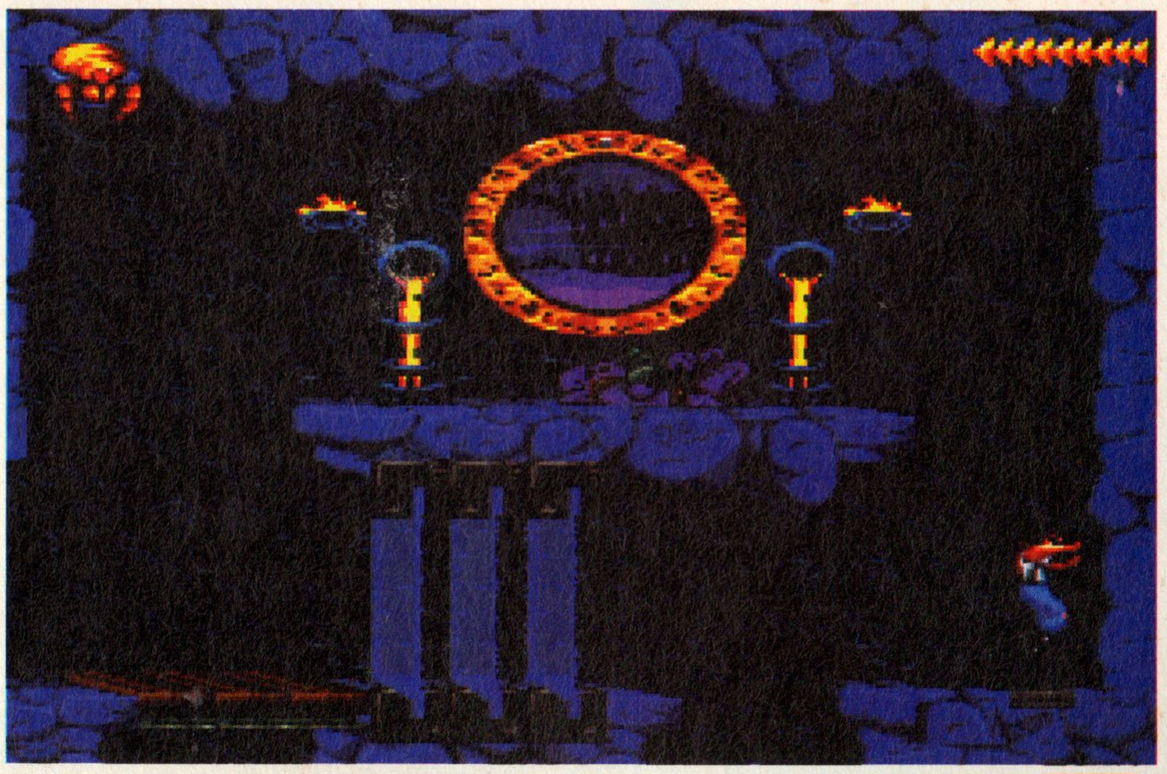
To cut a long story short, Kyle, the hero of Blackhawk, has returned to his war-torn home planet of Tuul after spending his formative years on Earth learning the ways and skills of the warrior. Following the death of his grandfather, the peaceful kingdom split into factions of good and evil under the rule of Kyle's father and his evil twin brother. With his new found skills Kyle must undertake the most dangerous mission in the history of the planet and defeat Sarlac, the power-crazed ruler of the dark empire, and restore harmony.

CLASSIC PLATFORMING EXPLORATION
DEFEND THE REALM OF TUUL
BATTLE MUTANT AND HUMAN INHABITANTS



BED OF THORNES

Kyle's quest takes him through the roughest and toughest areas of Sarlac's kingdom. The mutant warriors are unrelenting and require tactical blasting. But luckily help is at hand from Kyle's fellow country men who have infiltrated their ranks to offer both guidance and essential objects. Among the list of handy objects are force field bridge activators, guided bombs, and a levitating device.



You've never seen anything like this before. Donkey Kong Country is the world's first fully-rendered video game. To produce it took 22 years work on 6 SGI work stations and one XL Super Computer. The graphics are 3-D. The playing arena is 32 megabit. The levels number 111. (No, that's not a misprint - one hundred and eleven). But the most amazing aspect of Donkey

For more information about this game, call or write to Nintendo UK Entertainment, Co

IT'S TAKEN

22 man years,

32 MEGS,

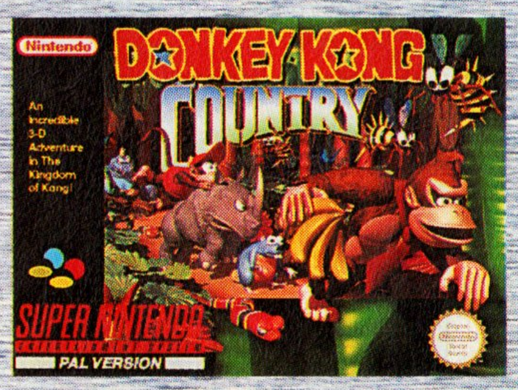
32,768 COLOURS

and 1 super computer

TO MAKE HIM LOOK THIS

GRUESOME.

Kong Country is that you don't need a 32 bit machine or a CD-ROM system to play it. Because Donkey Kong Country is only on the Super NES. So go and grab one now. You'll go absolutely ape.



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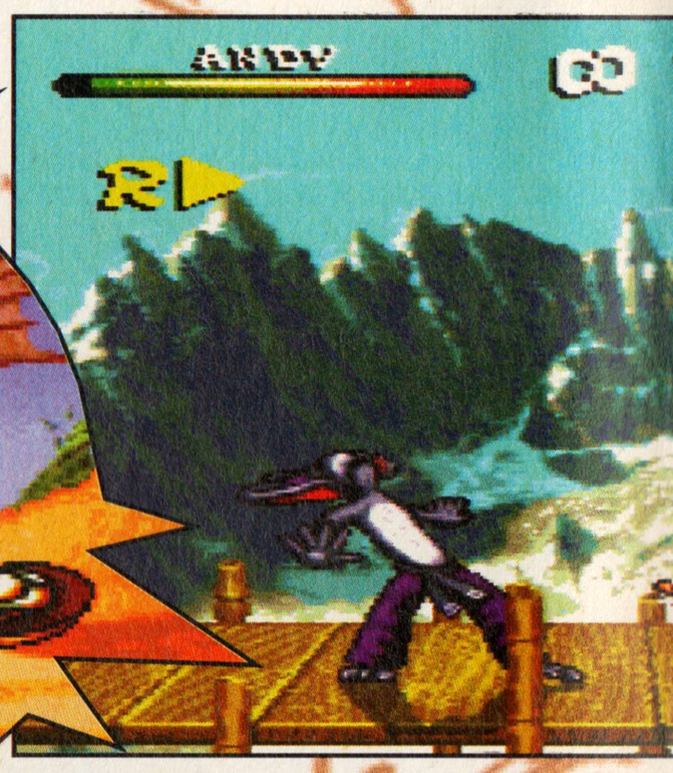
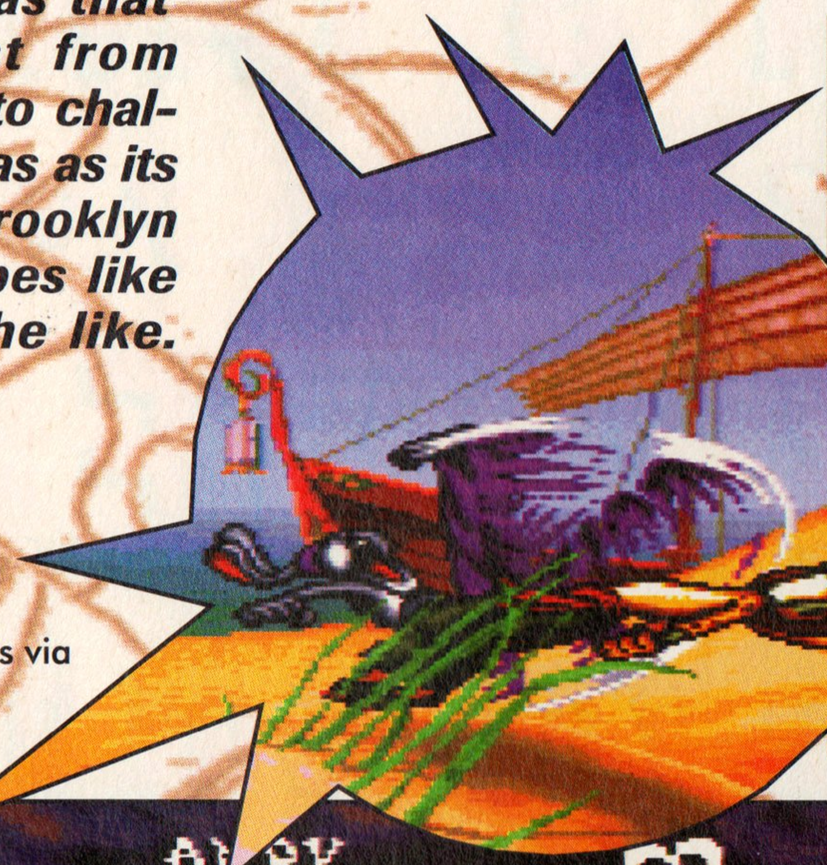
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

BRU

PAWS O

Beat 'em ups. Love 'em or hate 'em they practically all have one thing in common - all the combatants look a bit hard and have equally hard-sounding names like Akuma, Chief Thunder, Goro Daimon, Brian Battler and er, Ken. Okay so some of them have quite sad names too, but they're all still quite hard. Well most of them are. Alright so the whole premise for this intro is fundamentally flawed, but the point I was trying to make was that Brutal, the forthcoming punch-fest from Gametek, is making a concerted effort to challenge the conventions of the genre - it has as its battlers, not shaolin swordsmen or Brooklyn street thugs, but cuddly family pet-types like wabbits, bears, rats and tigers and the like. Sounds intriguing doesn't it? Read on...





IT'S A MENAGERIE OUT THERE

The basic form of the Brutal is just like all other fighting games, ie it's one-on-one and the first to win two rounds is the victor. The same applies in single-player mode, with the player battling his way to the boss characters via a succession of increasingly difficult bouts. There are seven selectable characters from which to choose with three mysterious boss characters awaiting at the end of the game. They are:

FOXY ROXY: A highly successful UN ambassador, Foxy adopts the Penjat Silat style of Indian martial arts.

KUNG FU BUNNY: With relaxed paw and sharp mind, opponents are often put off their guard by his laid back attitude.

KENDO COYOTE: A pupil of the master Tai Cheetah, Kenneth opts for the versatile art of Tae Kwon Do.

PRINCE LEON: Prince of the plains, Leon needs no more than his faith in Jah and the righteous path to win through.

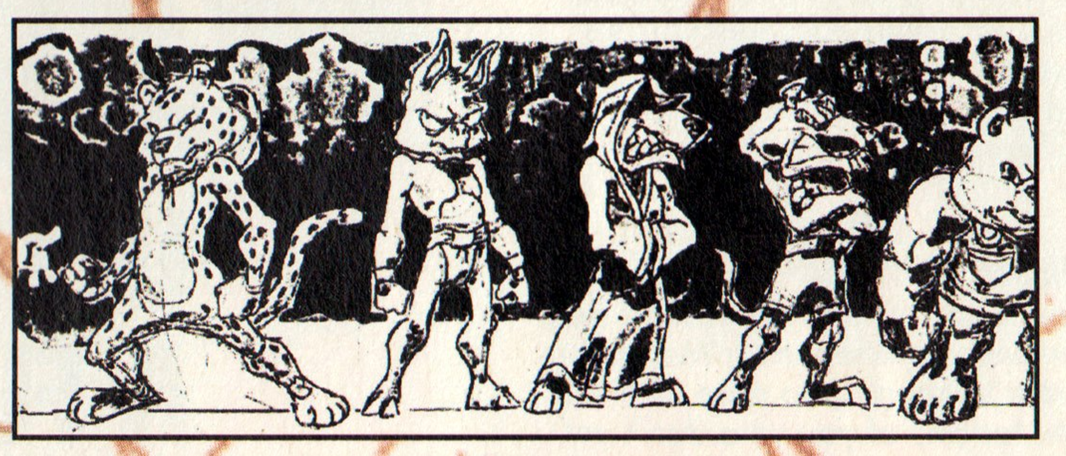
TAI CHEETAH: After dedicating his life and, well let's face it, his name, to the art of Tai Chi, he is now considered to be something of a true master.

RHEI RAT: More accustomed to the ring than the Dojo, Rhei fights as an ungloved Thai Boxer.

IVAN: The former commando from the Soviet military relies on his training to defeat the remaining combatants.

TAL
F FURY

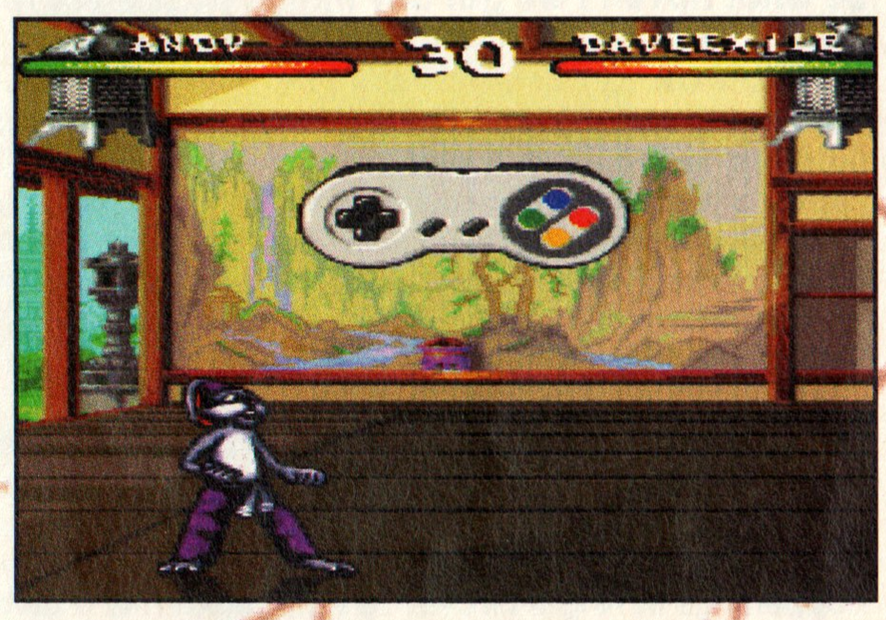
SUPER NINTENDO ENTERTAINMENT SYSTEM **PREVIEW**



I'LL SCRATCH YOUR EYES OUT

Don't let the cute and fluffy nature of these animals deceive you - these guys bite! And scratch. And punch. In fact when it comes to fighting there's not much that this unruly lot won't stoop to, to secure a victory. That's not to say that the fighting is without discipline, though. Each of the characters has their own fighting style requiring the player to develop skills and, gasp, indulge in a bit of training once in a while to hone up their skills. It works like this...

Choose your character. Notice how all they seem to be able to do is jump, punch and kick? That's because they're still amateurs and haven't learned the ways of the warrior yet. In order to further their progress you must first beat two opponents. Success warps your whiskery warrior off to a gym where they are taught a new special move, two more rounds and the process is repeated until the character has a veritable barage of brutality.



PUNCH, KICK, SCRATCH AND BITE YOUR WAY TO VICTORY!
DISCOVER DEVASTATING SPECIAL MOVES!
DO INTERESTING THINGS WITH FAMILY PETS!

SAVE THE ANIMALS

So what use is going through this learning process with your character if you've got to go through the whole blessed process again next time you pick up the cart? Actually you don't have to because the game gives you a code denoting your level of experience, and all you need do is enter this at the start of a game and you're instantly upgraded. Better still you can use the code on other peoples' carts too, so you can go around to a mate's house and beat the seven shades out of his character with your ninja bunny. If you're any good, that is.

JUST BELT UP

With 16 different levels of difficulty ranging from white belt to sixth dan, a challenge is just around the corner. What's more if you feel like giving a particular character a thorough bashing, you can change th number of rounds from one to seven.

TOTALLY MORPHITUDINOUS POWER RANGERS COMPETITION!

COURTESY OF BANDAI UK & MCM

NMS has been given all this awesome Power Rangers merchandise and, boy, are we miserable. No, we're not just miserable we're mad! Furious! We want our Mums!!! And you know why? It's because we are having to give it all away... Waaa-aaah!

So what haven't we got any more then? Well, let's see:

BANDAI UK

The Mighty Morphin Power Rangers game on Super NES and Game Boy bolted like lightning to the number one position in the software charts and Bandai UK have six copies of each to give away. Not only that but they have six Super NES sets plus six Super Game Boys available on which to play the games. Also, just to ensure winners benefit from the true Power Rangers experience , Bandai UK have ONE Ultrazord and an assortment of figures to offer; which may include, if you're lucky, the super rare Yellow and Pink Ranger figures. Whey hey!

MCM - MACLAURIN COMMUNICATION AND MEDIA LTD

Unless you've been under one of Rita Repulsa's evil spells for the past six months you may well have seen the Power Rangers on GMTV. However, no offence Mr Motivator, Sky One is where most of the action happens if you want to keep up to date with the happenings in Angel Grove. To help make this possible for any of you who don't yet have the luxury of Power Rangers on tap, Maclaurin Communication and Media Ltd are prepared to foot the bill for full installation of the British Telecom SVS200 - one of the best Satellite TV systems on the market!

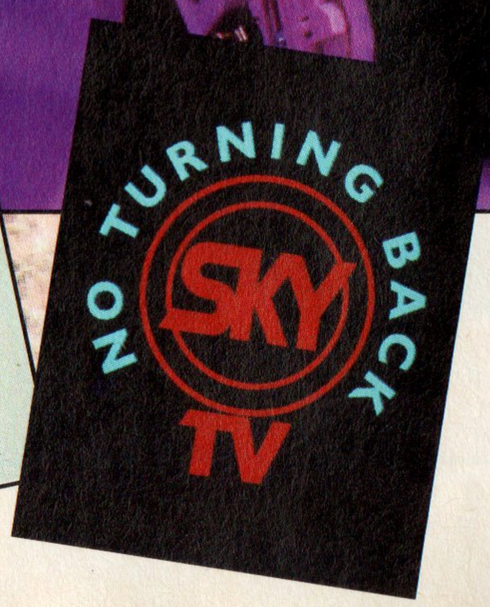
Alongside this morphinomenal prize, MCM have a huge list of Power Rangers goodies to give away, some of which are extremely rare and not available to buy in the shops. It doesn't take Zordon's viewing globe to see that there's some real finds in here: Limited Edition 'Power Pack.' Only 1000 of these special kits exist; MB's Mighty Morphin board game; Set of four books; Power Rangers video, from Polygram; Colouring books from Golden Books; A T-Shirt printed by Global Inc; Another T-shirt - this time from Imagine Transfers; Back Pack from Dekkertoys; Plaster Moulding and Painting Set from Peter Pan; 'Colour & Build Activity Set' from Pic Toys'; A Power Rangers poster from Cartel International; Power Rangers Bubble Bath from Euromark; Power Rangers wallet from Dekkertoys.

By crikey, Charlie! Is that a lot of stuff or what!! There's more too, with a tidy bunch of stocking fillers such as a power Rangers Pocket Money toy, designed from David Halsall (what a nice feller he is), Merlin International Sticker Albums, Dufort & Son Mighty Morphin badges and 'Secret ID' books that are usually only reserved for people who enjoy eating Shreddies. Win this competition and you get to find out all kinds of fascinating Power Rangers facts without considering the health of your colon once.

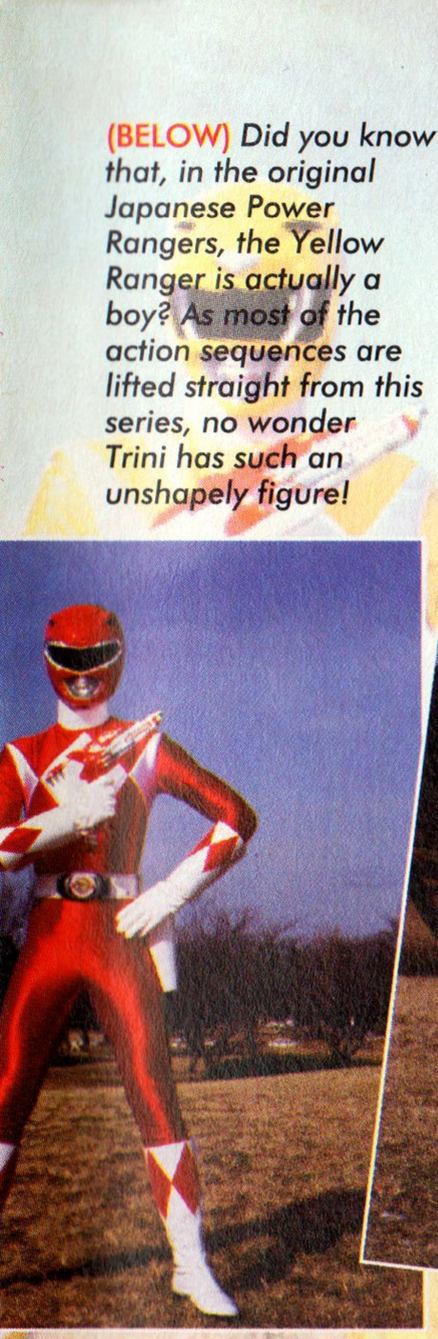
The winner of First Prize wins **EVERYTHING** okay. So this really is something to get ridiculously excited about. Five runners up stand a chance of winning the David Halsall toy, Sticker Album, Badges and ID books; plus A super NES with Super Game Boy and the games. So everyone, as they say, is a winner. Now here's the deal: Using your morphinomenal powers of 'colouring in' MCM would like you to transform the line drawing printed on this page into something morphtasticularama. NMS would like to add that we don't care how you go about this little task, just make it clean! We're not bothering with a Tie-Breaker on this occasion either. Instead we'd much prefer it if you could invent a Power Ranger of your own, remembering to adhere to the usual Dino ethic. You might even want to invent your own Zord to accompany him or her. Okay team!

Send your entry to PLEASE ACCEPT MY NOMINAL ENTRY FOR THE POWER RANGERS CONTEST FOR WHICH I HAVE WORKED MOST TENACIOUSLY, Nintendo Magazine System, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU. To reach us no later than January 19th 1995. Don't forget to include your chest size, just in case you win the T-shirt, and telephone number, if you have one, so we can inform you of your good fortune over the phone.

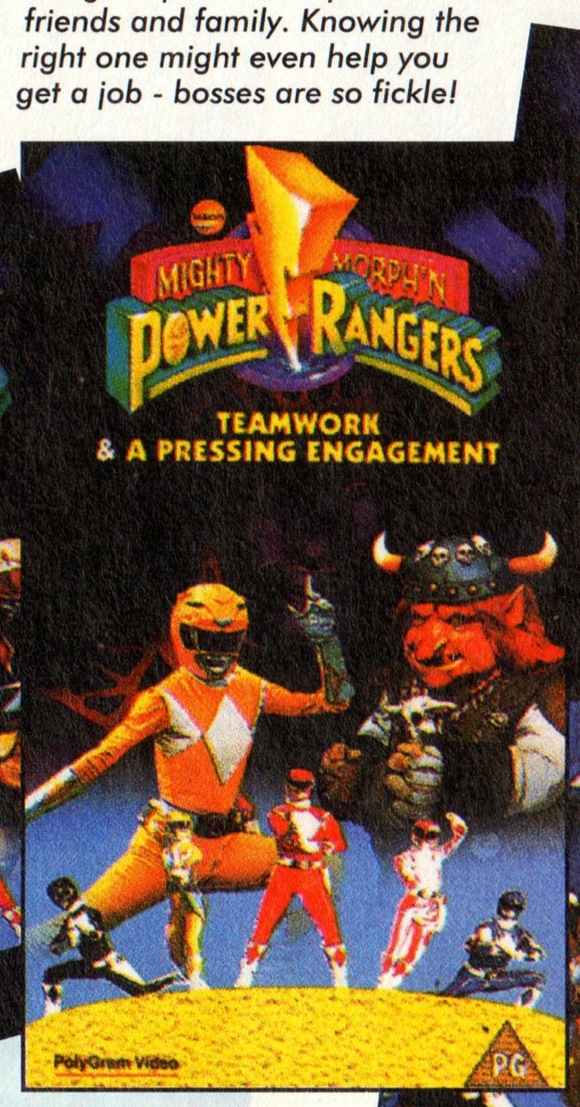
WIN ULTRA-RARE
WIN A FULLY INSTA
WIN ONE OF SIX SU



(BELOW) *Did you know that, in the original Japanese Power Rangers, the Yellow Ranger is actually a boy? As most of the action sequences are lifted straight from this series, no wonder Trini has such an unshapely figure!*

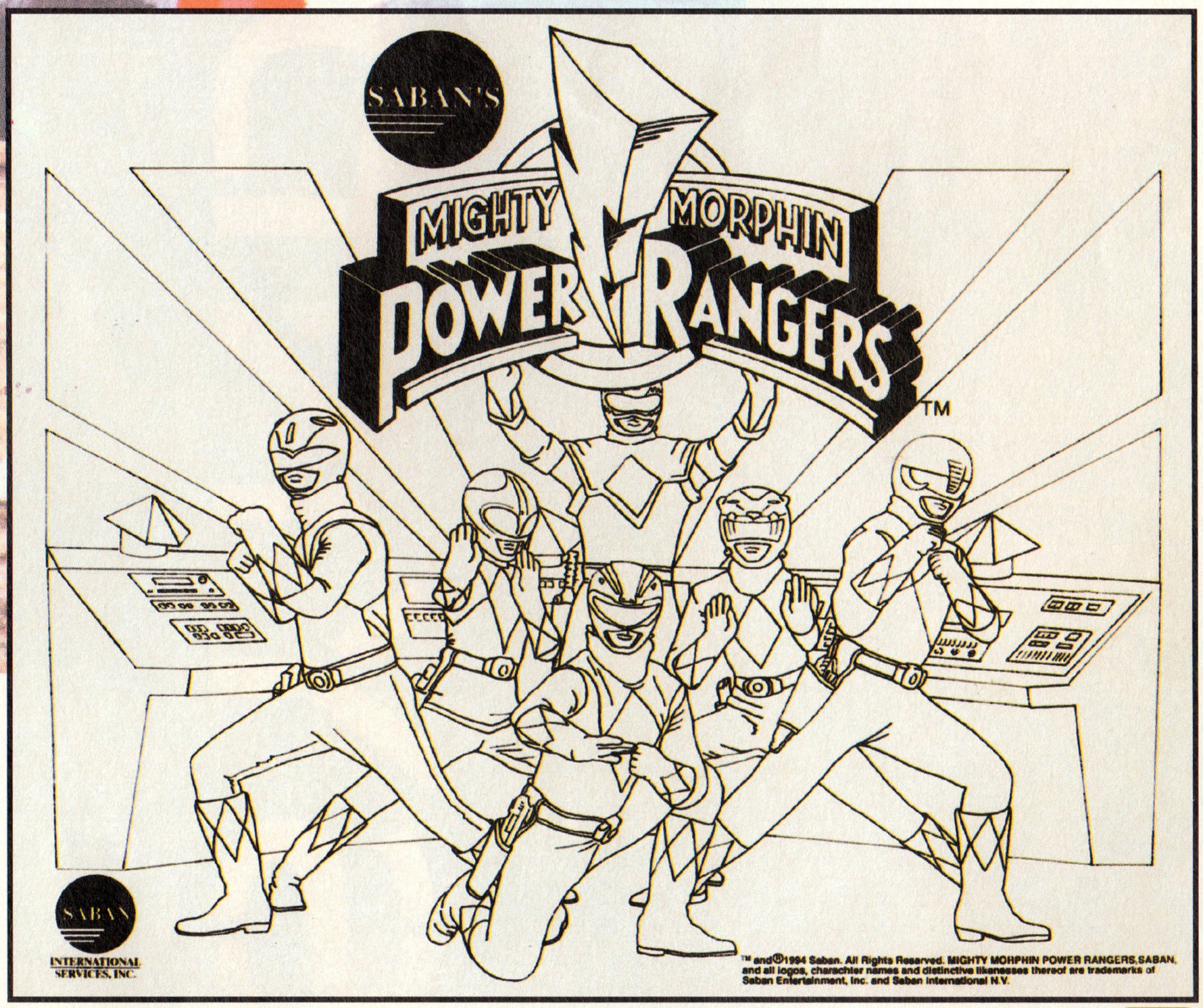


(BELOW) *They're trashy, but Power Rangers videos are excellent for learning those all important Power Rangers quotes to impress friends and family. Knowing the right one might even help you get a job - bosses are so fickle!*



POWER RANGERS PRIZES!
ALLED BT SVS200 SATELLITE SYSTEM!
UPER NES SETS AND SUPER GAME BOYS!

(ABOVE) *Ultrazord, the ultimate battle system! It's almost every Power Rangers toy rolled into one and it could be yours!*



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- Tool up your agents with Uzis and shotguns
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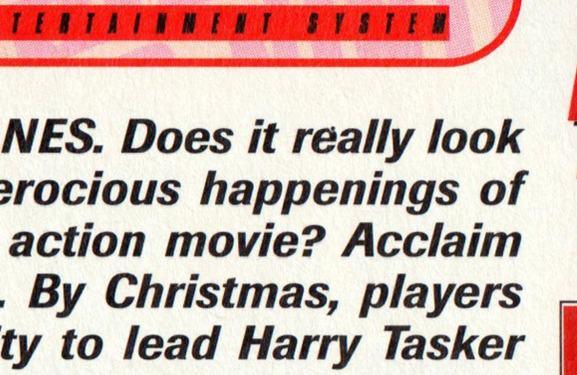
PREVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

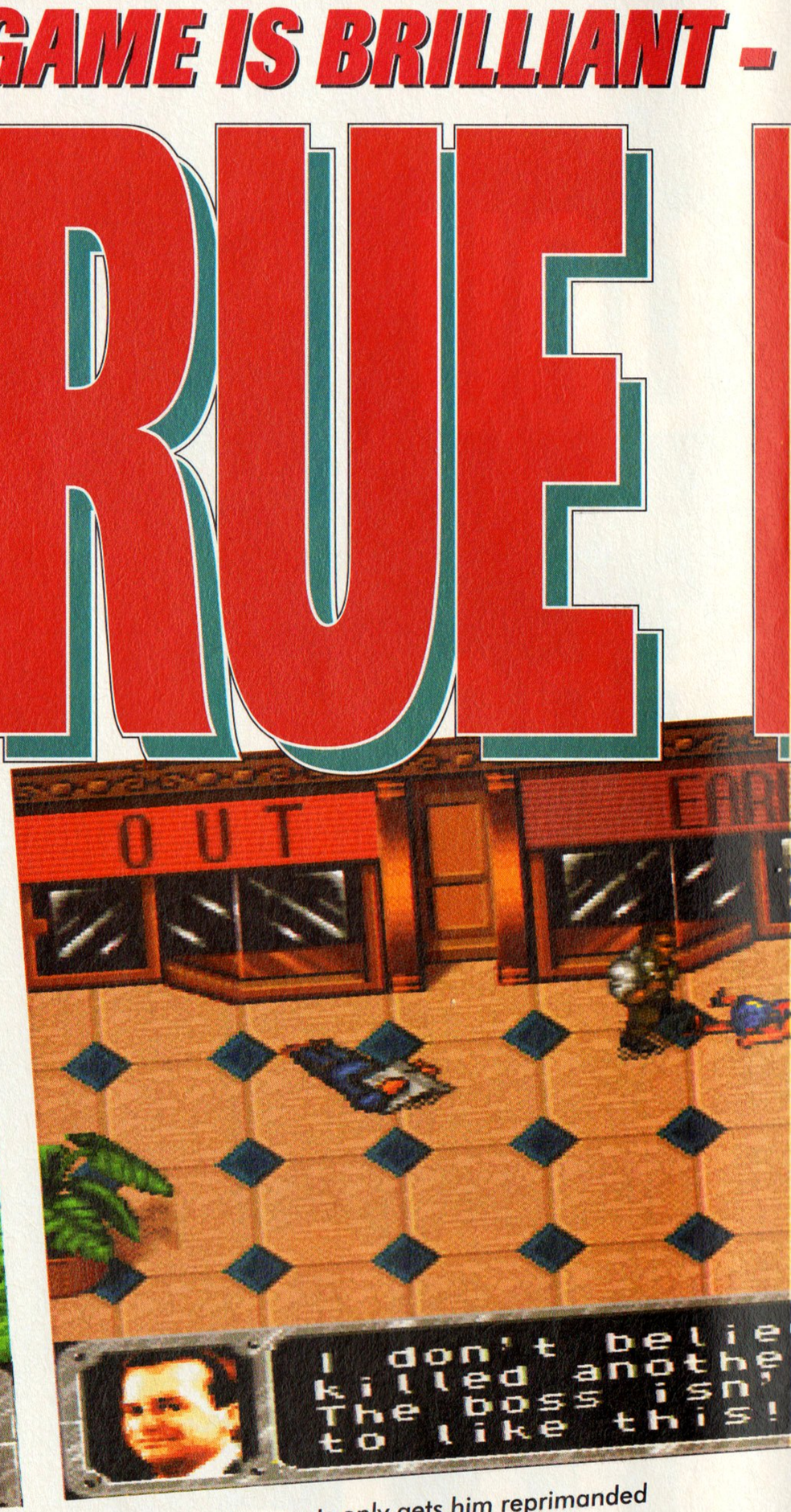
TAKE CONTROL OF ARNOLD
KILL MORE PEOPLE THAN A
THIS GAME IS BRILLIANT -
TRUE L

Take a glance at your Super NES. Does it really look capable of recreating the ferocious happenings of the year's most outrageous action movie? Acclaim would like us to believe so. By Christmas, players are promised the opportunity to lead Harry Tasker (alias Arnie) through a series of explosive confrontations terrorist organisation, Crimson Jihad. Brilliant!

In keeping with the film tie-in, Acclaim seem set to make the game as controversial as possible. There's no Jamie Lee Curtis striptease scene, the Harry character uses his movie license to kill with a vengeance with copious amounts of tomato sauce spilling from the cosmetic chest wounds of endless human targets.

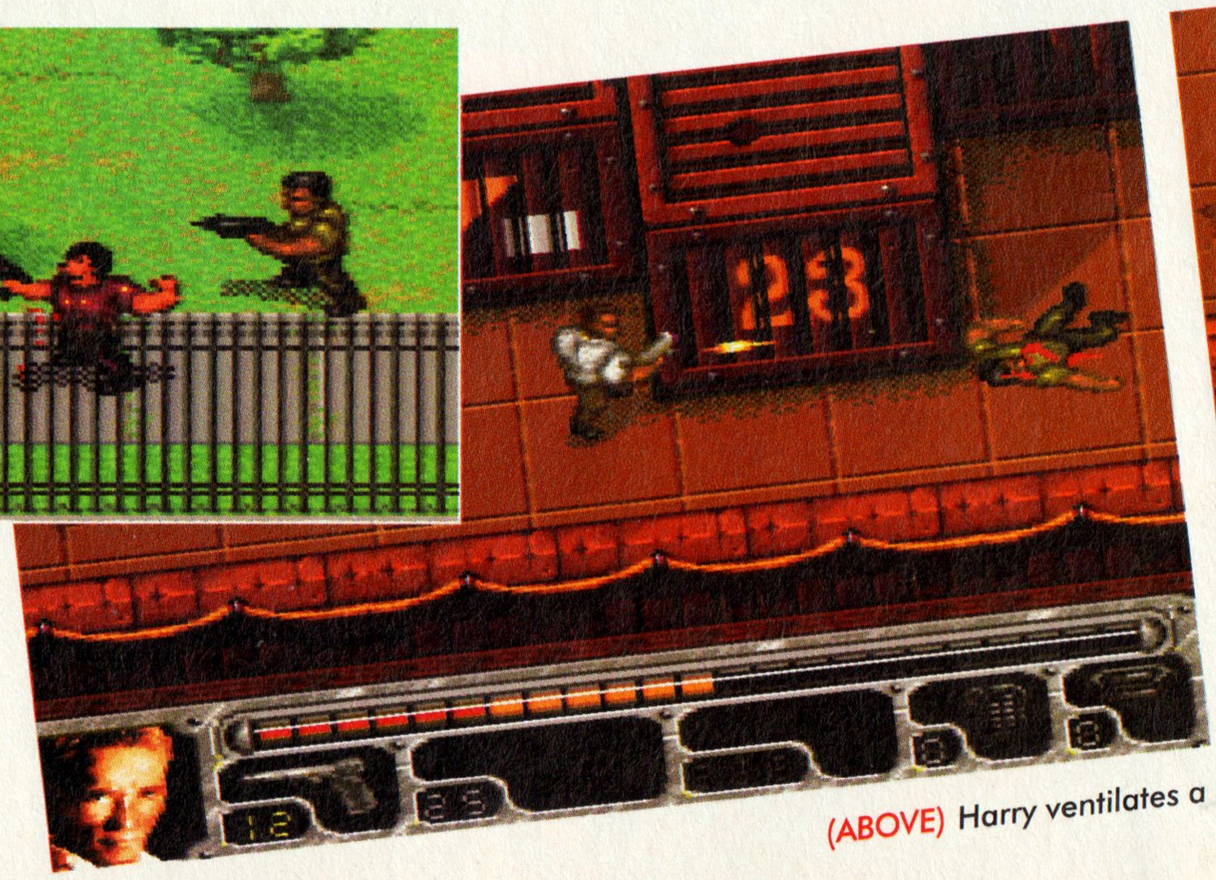
For the most part the action is viewed from above, in a similar style to Smash TV or Zombies, with Harry seen infiltrating various Crimson Jihad strongholds. Though the most resistance he meets at first is a few goons sporting pistols, later on he is assaulted by rocket launchers and flame throwers. Of course it isn't long until Harry is similarly equipped with a shot-gun and Arnie's trademark Uzi. He's able to make full use of these weapons too, spraying bullets in eight directions with players given the option to lock onto any direction while moving Harry around.

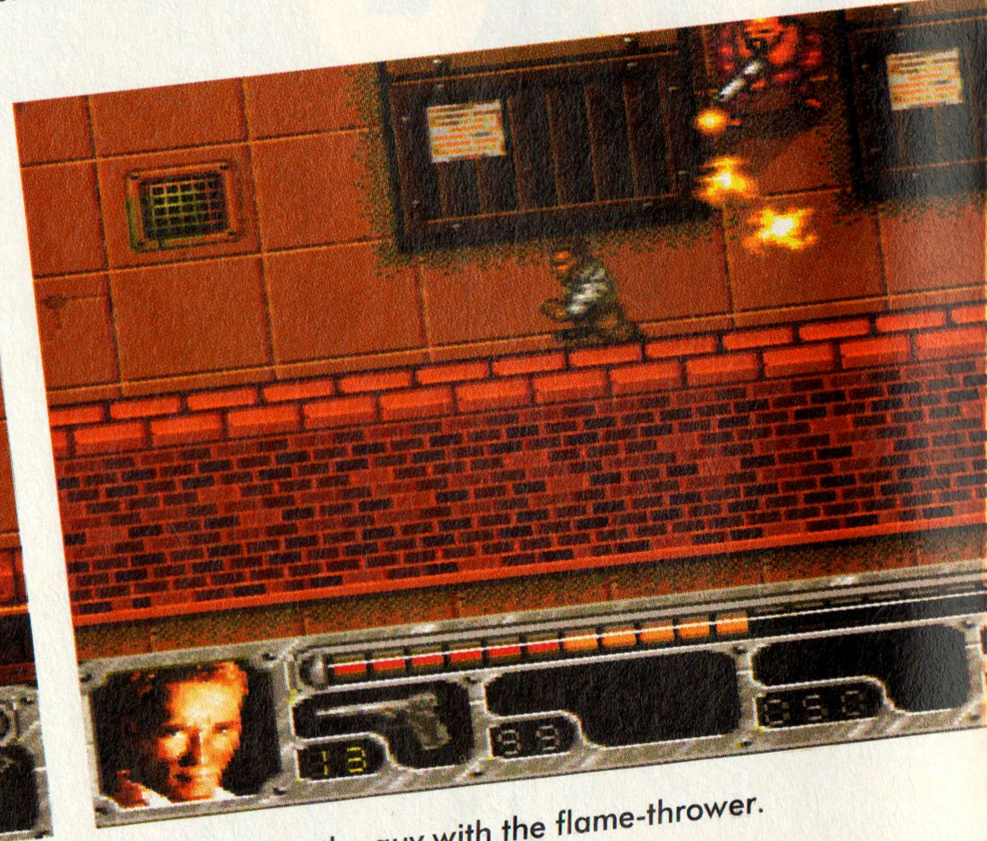




(ABOVE) Make sure Harry only kills the terrorists. Taking out innocents only gets him reprimanded and taken off the mission.

(ABOVE) *'Bleuch, I just stepped in something.'*
'I just did that... aarghl!"





(ABOVE) Harry ventilates a docker, then flees the guy with the flame-thrower.

O SCHWARZENEGGER!!
RNOLD DID IN THE FILM!!
TRUTH OR LIES?

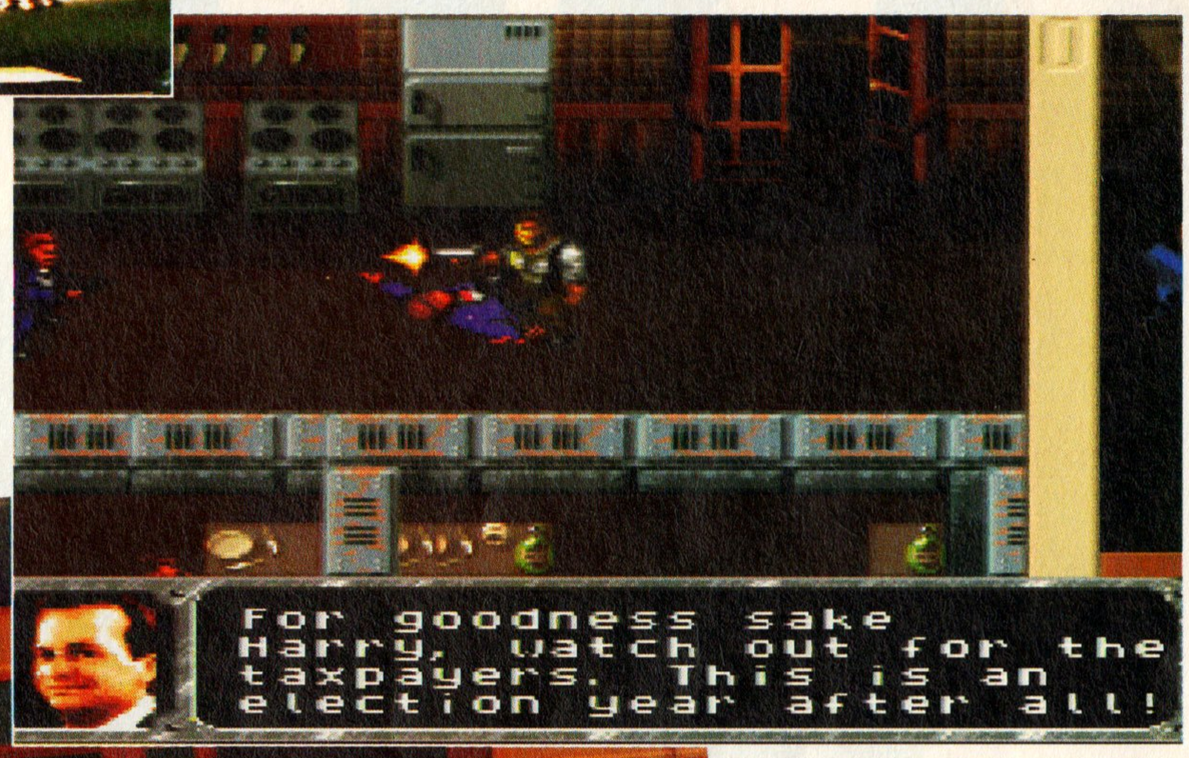
LIES

SUPER NINTENDO ENTERTAINMENT SYSTEM **PREVIEW**

A WORD IN YOUR EAR

Harry may be intuitive but he isn't psychic. True to the movie Acclaim have included the tension-building banter between harry and sidekick over the intercom. In his ear-piece Harry is constantly informed about his next best move and is reprimanded for making blunders. It's a clever idea.

(ABOVE) Of course the key image in this picture is the missile... HUNKA MUNKA!



(ABOVE) You've been nicking food out of my fridge again haven't you! Bite on this!

HARRIER HARRY

In order to add more spice to the gameplay, the game's designers have incorporated two scenes in which Harry is required to perform tasks other than just running and shooting. Early on he drives a truck over slippery roads, negotiating tricky bends so as not to scratch the paintwork. Towards the end of his gruelling mission Harry pilots a Harrier Jump-Jet to prevent trucks carrying nuclear warheads from reaching mainland America.

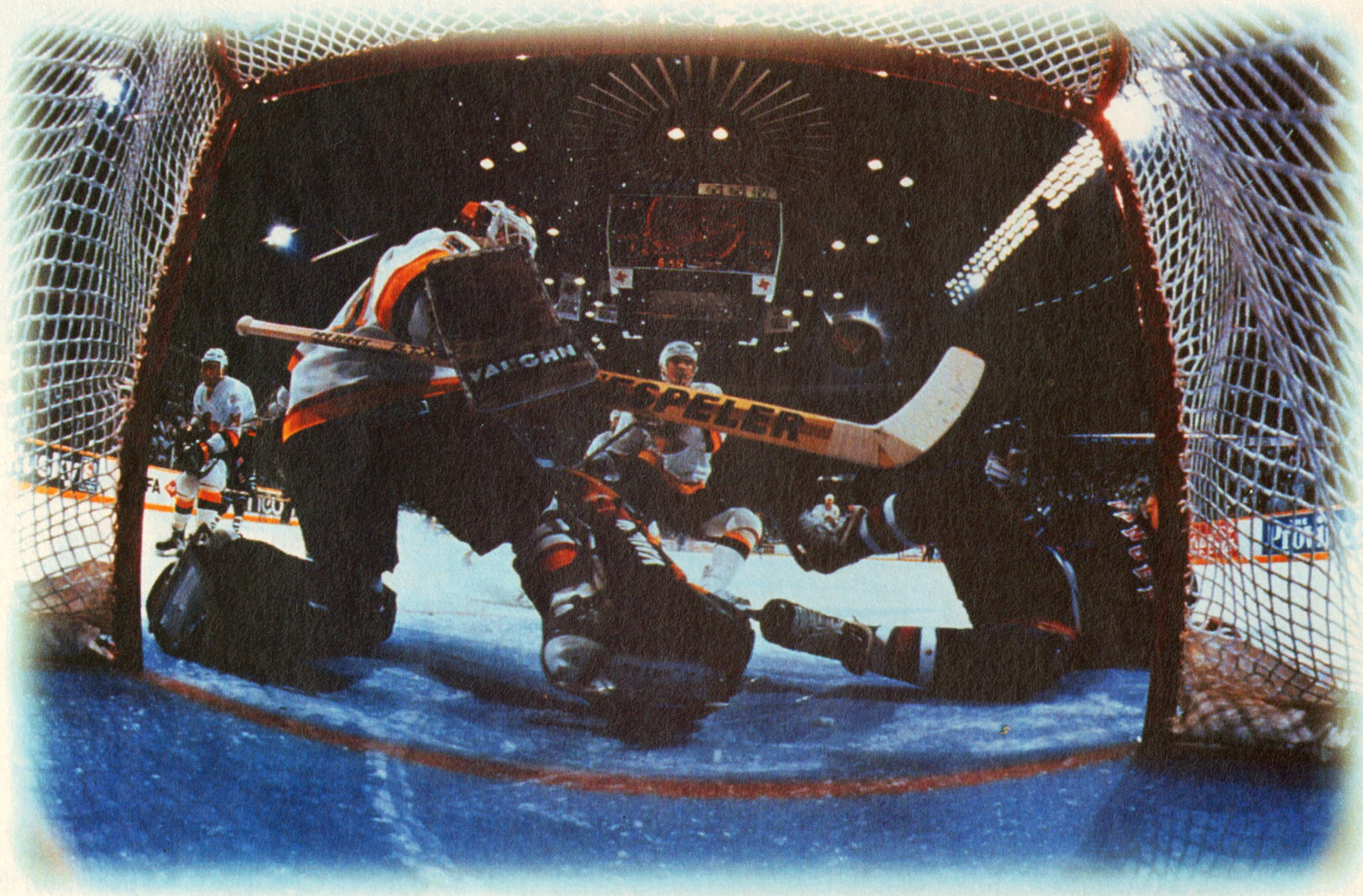
As yet the game is unfinished, and NMS is in no position to comment on just how well True Lies, the video game, plays. Still at this point we are very relieved to find that here is far more to this use of license than the dreadful Cliff Hanger effort of last year. Heck you might even say we're excited about this one. Read the review next issue.

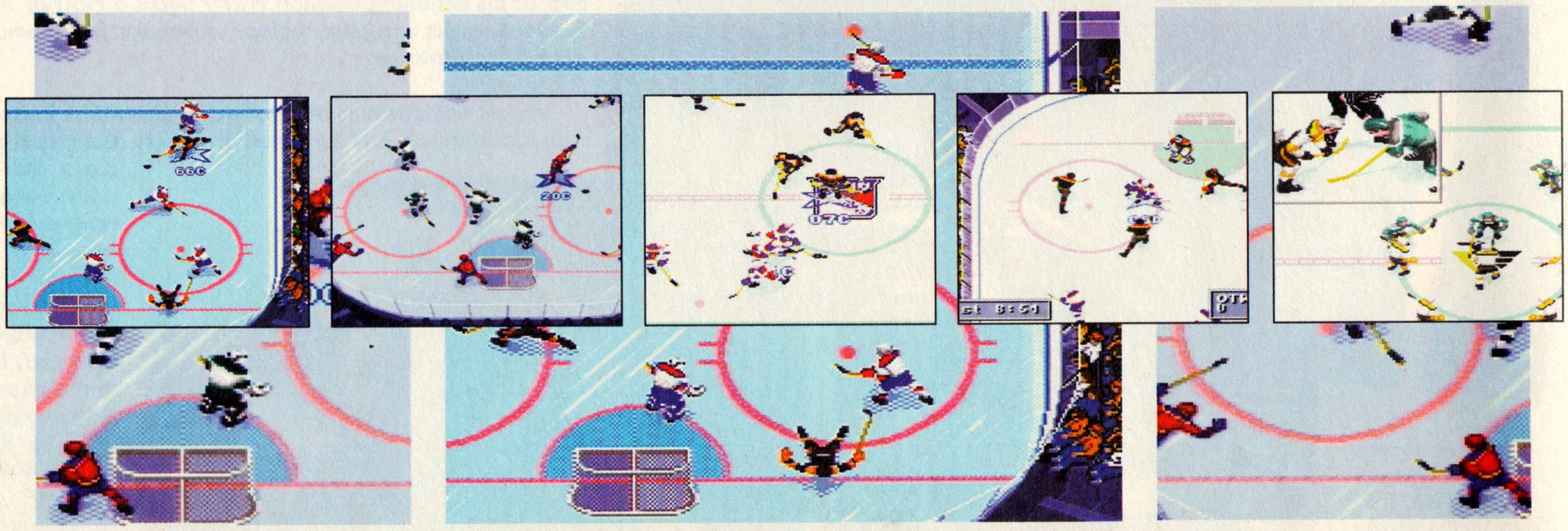
(RIGHT) The game features digitised stills from the movie.

EA SPORTS™

PRESENTS

NHL 95®





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- Player trades, multi-game injuries and a create a player option.
- All new player controls.
- New player artwork and animations give NHL '95 a completely new look.

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- Faster game-play. Improved frame rate makes NHL '95 even faster paced.
- Multi-tap compatible - up to 5 players.

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Lemmings 2 the Tribes

CART SPEC

- BY: PSYGNOSIS
- PRICE: £44.99
- RELEASE: NOVEMBER
- GAME TYPE: PUZZLE/ADVEN
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: The most
- OPTIONS: Practice/ Sound

GAME INFO

- GAME ORIGIN: Suicidal mammals of the arctic wastes and the phenomenally successful game based one them: Lemmings Thee Firste.
- GAME DIFFICULTY: Hard
- SCORE TO BEAT: Don't ask
- ALTERNATIVES: Lemmings 1, Humans, Krusty's Fun House

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Twiddly

X — Nothing

A — Lock onto Lemming

B — Fast Forward

Y — Select Lemming

L/R — L: Scroll screen left; R: Scroll screen right

S — Start: Pause; Select: Nothing

GAME CREDITS

- DEVELOPED BY: DMA
- DISTRIBUTED BY: Psygnosis
- MADE IN: England
- ARTWORK: © 1994 Psygnosis

It's impossible to own any form of video-game hardware and not know about Lemmings. This is the game every magazine has raved about and everyone either owns or is considering owning a copy at some point in their games-playing life. Lemmings is also one of the few titles available that fits the descriptions of 'classic' and 'unique' and few similar products have succeeded in tapping into the white-hot streak of originality that inspired the genuine article. Now Lemmings II is here and the question is raised of just how much things could possibly have improved.

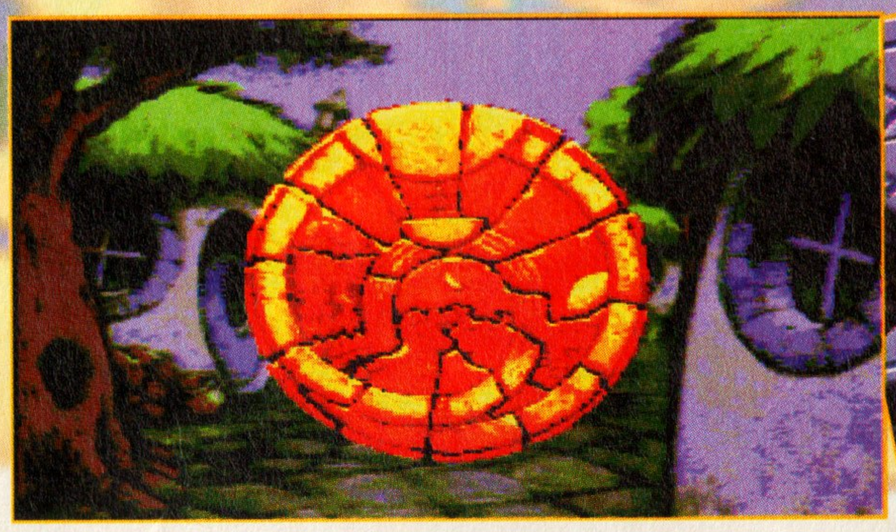
Years ago, when the Lemmings first arrived on their beloved Isle, they abandoned their Ark and divided the mystical Talisman into 12 equal pieces. Each piece was handed to a Lemming tribe leader. Once this brief ceremony was over the tribes went their own separate ways; some to the hills, others to the polar regions. Due to the diversity of their surroundings the twelve tribes continued to evolve in twelve very different ways.

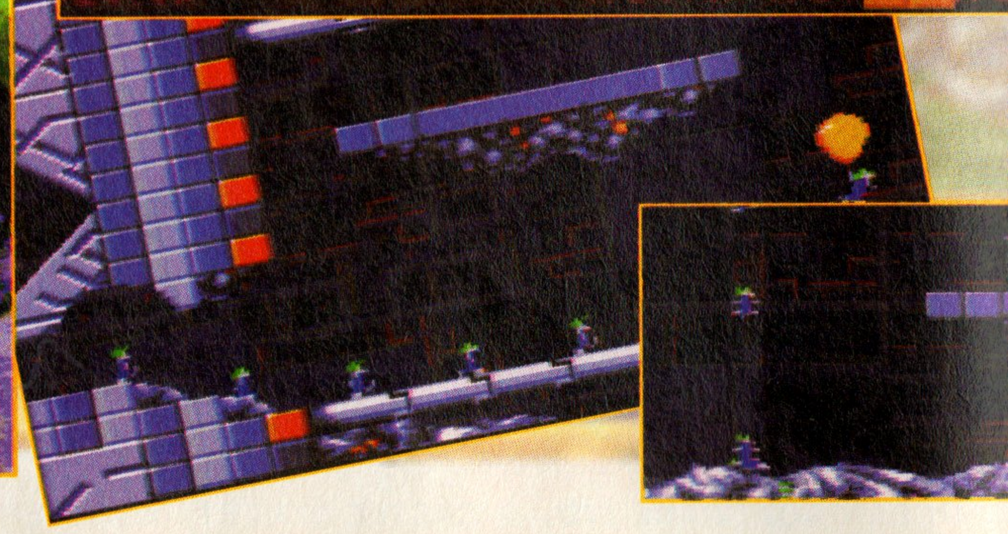
Sadly all this wonderful culture is about to meet with an untimely end, though the elders have seen it coming form a long way off. It seems the legend of a terrible darkness that would one day come to suffocate Lemming Island has more than a ring of truth about it. So now the twelve tribes must practice every new skill they've learned to reunite the fragments of the talisman and make their escape.

Lemmings, being Lemmings, don't have a chance of success without a guide, which, of course, is where you come in...

GOING FOR GOLD

Having placed their trust in their guide the Lemmings naturally all expect to make it to their destination alive and in one piece. So, while the Ark only requires only one Lemming from each tribe to sail it, there is further incentive to save every last one in the form of awards for performance above and beyond the call of duty. 'Guides' are presented with a bronze, silver or gold Talisman depending on how many Lemmings are lost from each tribe upon their arrival at the ark. The gold Talisman is only awarded once every last Lemming is saved, and this is no easy task!





REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

LEMMINGS FAN

Airborne Lemmings are subject to more disasters than most. After leaving the ground they find it impossible to change direction and are entirely dependent on their guide who affects their trajectory with the aid of a fan. Balloons only ever sail upwards and their passengers are in danger of falling to their death unless the fan is used to breeze them to safety. Jet-Pack Lemmings hover uselessly until they are nudged into action, as do those Lemmings who sprout Icarus Wings. Twisters are the most entertaining; spinning like tops on the spot until the fan is raised above their heads, forcing them to bore a hole through the floor.

THE WRECKING CREW

Lemming Island is a beautiful place so it's a shame to spoil it. Regardless it is the duty of a select few Lemmings to lay it all to waste - for the sake of survival, you understand. This lot have cool names like 'Basher' and 'Stomper,' and 'Laser Blaster.' Its pretty obvious what their jobs entail. Though their work is hazardous to say the least most of them are safe to be around, however the likes of a character named 'Bomber' are a risk to any Lemming who gets too close, and 'Exploder' can't even survive the damage he creates himself. Geez!

COMMENT

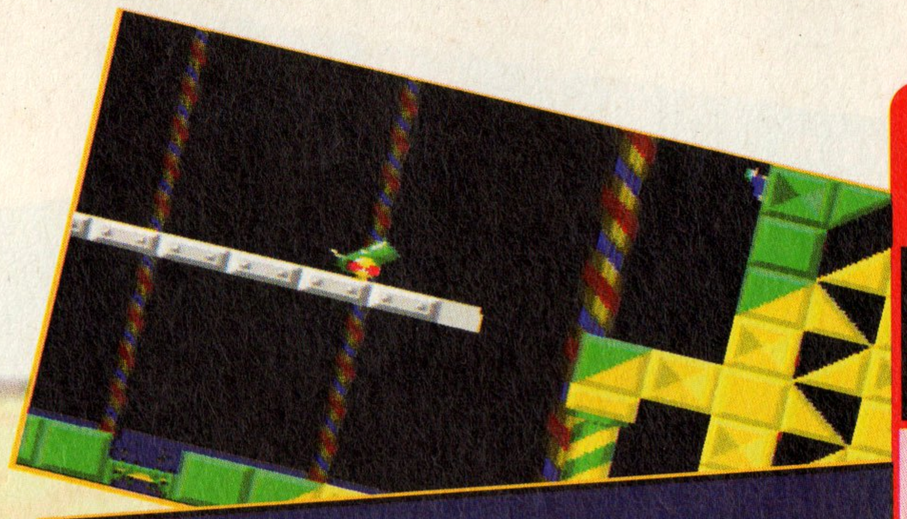
PAUL

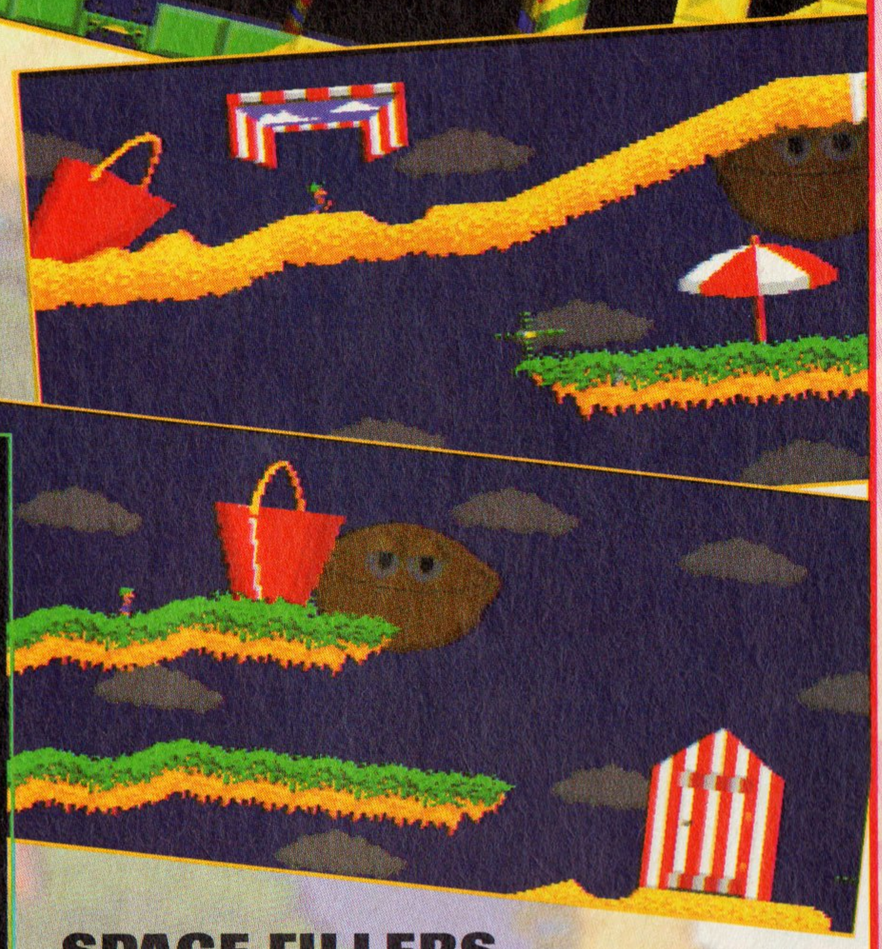
Despite the acclaim Lemmings have received there are still some people who really cannot abide fussing over their tricky plight. However there is no excuse for disliking these miniature critters now because their new quest is irresistible. The Lemmings are now more stylish and better represented in terms of humour than before, though of course it's their new talents that elevate them from nerdy to cool. Also the pace is much faster now with early stages providing a marked increase in difficulty over the insulting simplicity of similar ones in the first game. On top of all this there are three possible endings, with the ultimate reward reserved for true Lemmings saviours only; so completely mastering this game isn't important - but it's really worth the effort. Lemmings aren't supposed to capture the intense 'feel good' nature of pure action heroes and they don't follow the same mathematical patterns of a well designed puzzle game. They simply offer great rewards for getting them where they need to go with as few accidents as possible. Long live the Lemmings!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BANGIN'!!!

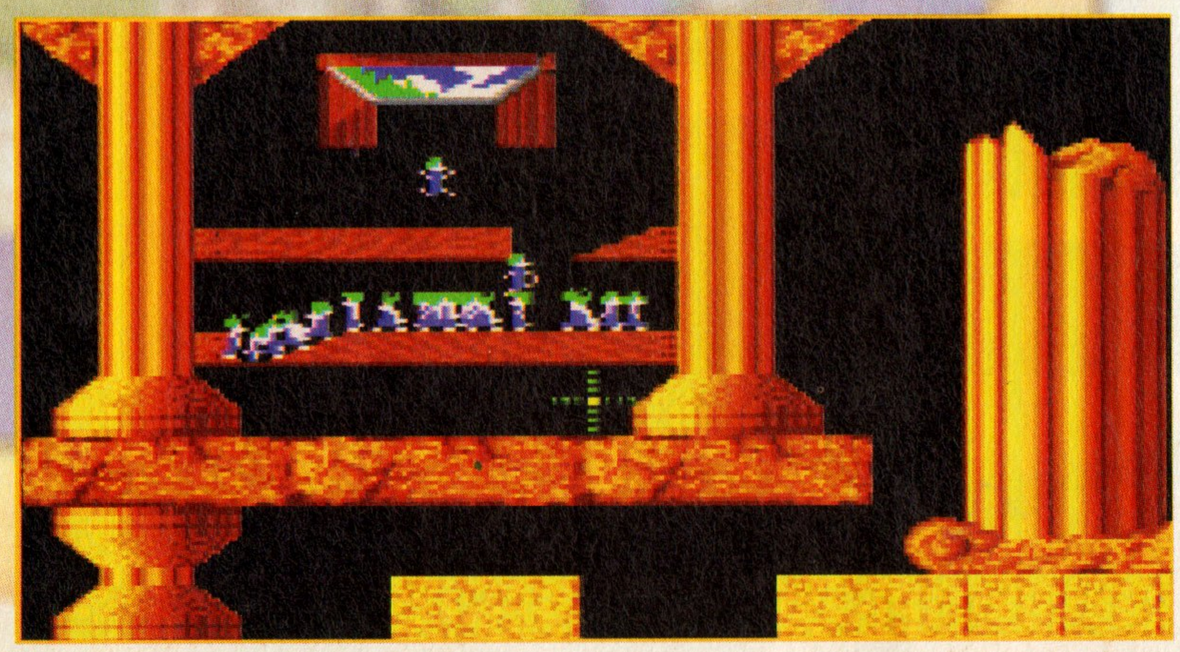
During their stay on the island, Lemming engineering skills have reached an all time high and it's great to see Bazookas and Mortars being fired to aid speedy excavation. There's high-powered grappling hooks shooting lines along which the desperate Lemmings can high-wire and Archers twanging super-tensile arrows from power-bows, creating the narrowest of ledges for others to balance along. Spare a thought for the 'Thrower' Lemming too, whose understanding of missiles amounts to legging it really, really fast then throwing a rock which sticks in the landscape when it lands. Genius!





SPACE FILLERS

Alongside those Lemmings whose task it is to destroy the land there is a small faction trying frantically to rebuild it - though not at the same time. There job is to transform empty spaces into walking places. 'Fillers' pour a kind of resin into ditches which hardens very quickly, instant beanstalks are created by the 'Planters'; a 'Glue Pourer' is of similar use as the 'Filler' except his gloop sets before it dribbles over ledges and 'Sand Pourers' create just tiny mounds of sand. 'Stackers' are a nuisance if used in the wrong place, creating infuriating obstructions with their walls but once a guide is practised this kind of thing shouldn't really happen.



COMMENT

ANDY

Try as I might I still can't get along with Lemmings. They just irritate me. Yet the massive range of new features in this sequel have retained my interest for longer than I expected. The fan is a great addition because it gives players freedom to muck about with idle Lemmings while others go about more meaningful tasks. In fact all the new abilities make the game so much more playable. Instead of confusing the issue the extra talents ensure there's always variation between levels, though some of the designs may look similar. It's a mind-boggling experience trying to figure out how DMA have created yet another intense but accessible puzzle game, and if Lemmings grabbed you the first time around this second coming will sure enough make you dance in the streets with joy. Yet the fiddly controls, however well designed, and exacting nature of the game play still might disappoint players who are used to more traditional fodder. Check it out though, because you may well find it's exactly what you're looking for.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 83

▲ Though the sprites are tiny no detail is spared and the animation is full of character. Also everything is extremely well defined so differentiating between objects and Lemmings is easy.

SOUND — 78

▲ Lemmings have funny voices. Some of the tunes they expire to are amusing also.

▼ The majority of sounds aren't too memorable and there are few sound effects worthy of mention.

PLAYABILITY — 90

▲ No complications; the control method is as refined as possible. Totally excellent fun!

▼ Becomes pretty intense very early on, which may demoralise inexperienced players.

LASTABILITY — 93

▲ A massive 120 levels, each requiring a different solution! The pleasure of achieving all goals perfectly is worth pursuing.

▼ The sheer size of this task might daunt more freedom-loving players.

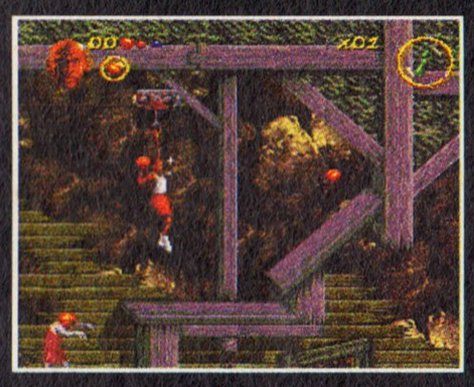
OVERALL — 91

Transform yourself into a genius and a hero in just 120 fun-filled lessons! The best, most original puzzler just got better.

don't

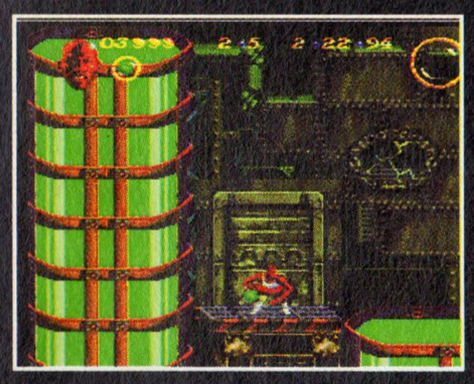
flunk

Explore and conquer 21 perplexing levels of fun



the

Slam dunk for extra points and power-ups



dunk

Awesom animation utilising digitised video footage

SUPER NINTENDO™
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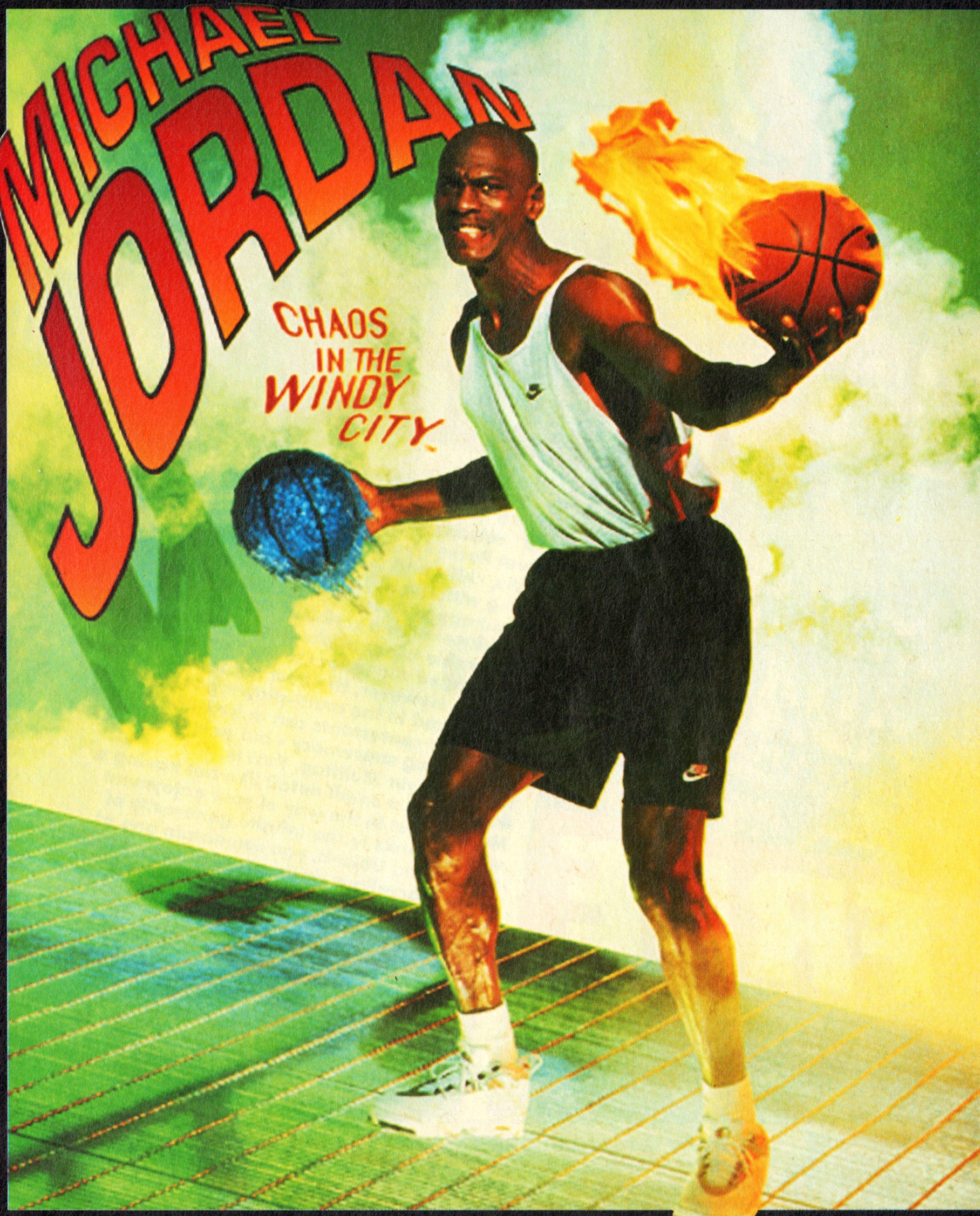

It's a twisted adventure created by vengeful mad scientist Dr. Max Cranium! He's kidnapped an entire basketball team and now they're under lock and key hidden in his dark and dangerous lair beneath the streets of Chicago. Control Michael Jordan's every move as he takes on the evil Dr. Max Cranium to rescue his teammates.

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FREE

Velocity-hungry rev-heads have had quite a lot to sing about recently what with the release of Ubisoft's brilliant 92%-rated Street Racer - a game that combines the thrills, chills and general spills of high-speed racing with the argy and, dare I say, bargy of all-out aggro street combat. It's great fun in one-player with a series of challenging cups, inumerable tricky tracks and a host of seriously deranged characters to play as, and against. However, the best fun in Street Racer is to be had in the multi-player games where up to four contestants can duke it out for ultimate racing supremacy - but only if you've got a four-player Multitap, that is.

But why let a small detail like not having a Multitap get in the way of your enjoyment when, thanks to the infinite generosity of Dixons and Ubisoft, you can obtain one of these marvellous devices, usual price £19.99, **FREE, GRATIS and FOR ABSOLUTELY NO MONEY WHATSOEVER!**

*TELL ME HOW NOW!

All sounds too good to be true doesn't it? Well there's no such thing as a totally free lunch in this life and there is one small catch - **you have to purchase your copy of Street Racer from your friendly neighbourhood branch of Dixons** and accompany it with a nice smile **and the coupon on this page.** The offer is limited to one Multitap per coupon per person and is only available while stocks last - which, given the ace-ness of this offer, won't be very long at all. Offer ends 17/12/94, better get motoring!

OKAY I'M CONVINCED! STREET RACER IS COOL AND DIXONS IS MOST MAGNANIMOUS. I'LL WILLINGLY DOSH UP FOR A COPY OF STREET RACER, BUT ONLY ON THE UNDERSTANDING THAT YOU'LL BUNG IN ONE OF THOSE MULTITAP JOBS TOO! THANKYOU. Signed: _____

STREET RACER

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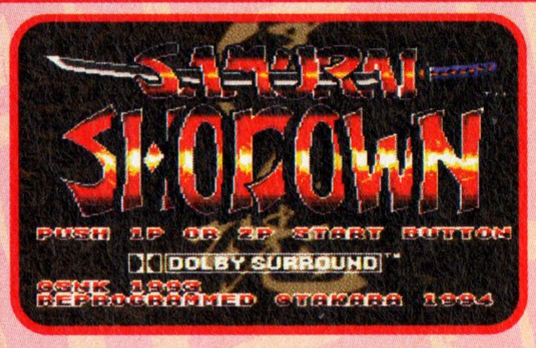
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: TAKARA
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: BEAT 'EM UP
- CART SIZE: 32 MEG

GAME FEATURES

- NO. OF PLAYERS: 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Loads of them!
- OPTIONS: Some

GAME INFO

- GAME ORIGIN: Based upon the awesome SNK coin-op from two years ago.
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Complete the game in under 1 hour
- ALTERNATIVES: Any two player fighting game ever released!

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Average!

X — Light Punch Attack

A — Strong Punch Attack

B — Light Kick Attack

Y — Strong Kick Attack

L/R — L: No Function; R: No Function

S — Start: Starts/pauses; Select: No function

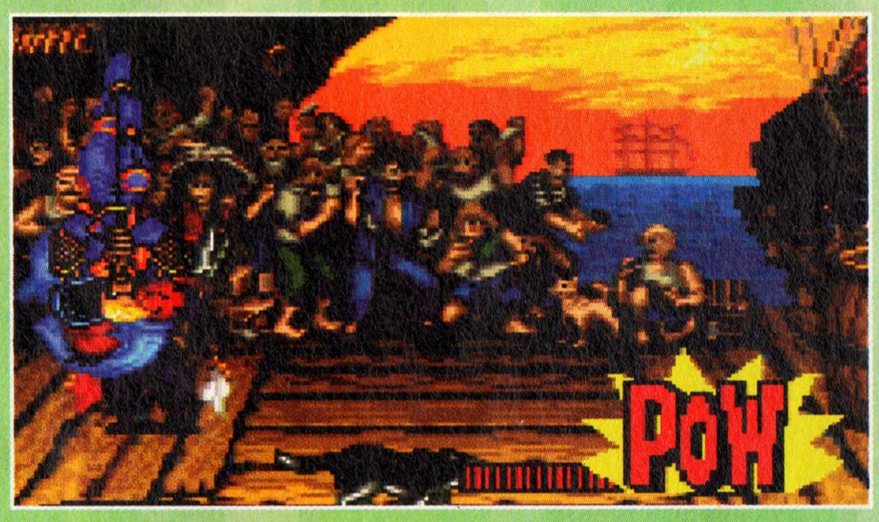
GAME CREDITS

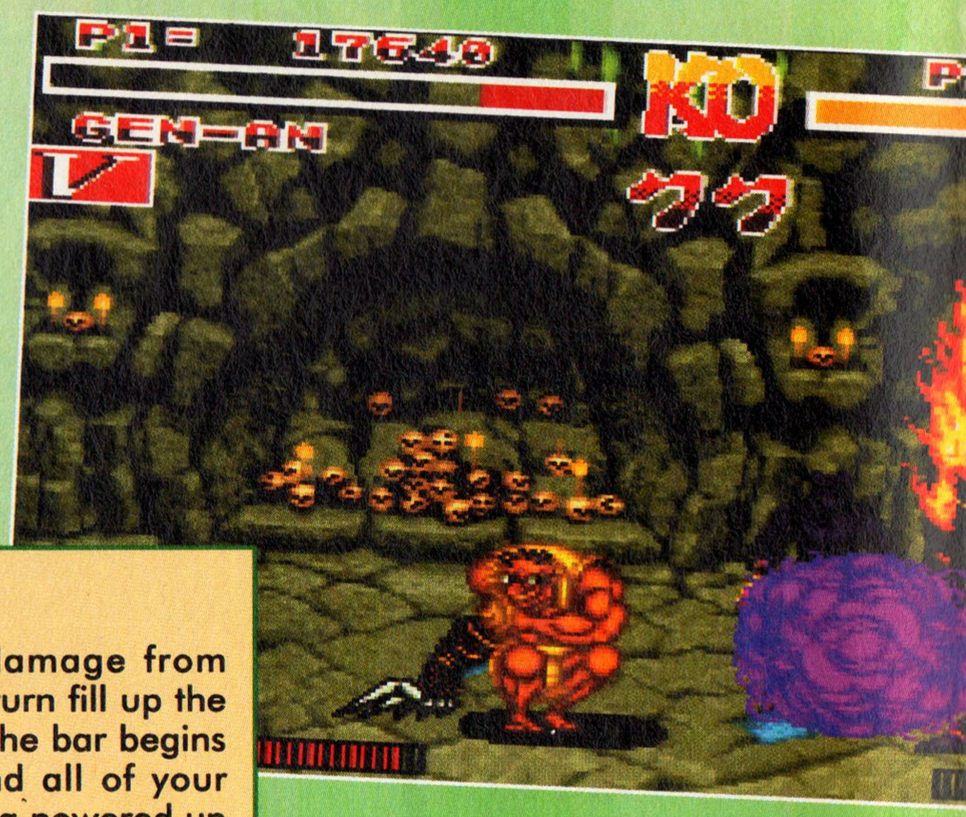
- DEVELOPED BY: SNK
- REPROGRAMMED BY: TAKARA
- MADE IN: JAPAN
- ARTWORK: © 1994 SNK.

SAMURAI SHODOWN

Bonsoir mesdames, messieurs. Good evening ladies and gentlemen. Et bienvenu à..., and welcome to this year's final round of the Yoshiro Tokisada Amakusa-o-vision Shodown contest. On tonight's bill we have a simply delightful collection of the twelve most talented and merciless samurai, knights, ninjas and nut jobs, all here to fight for the coveted prize of the Gold Bland crystal decanter. So let's have an outrageous round of applause for our contenders.

Originally weighing in at a whopping 100 MEG on the Neo Geo, Shodown has been subjected to a miracle conversion for its spectacular outing on the Super NES. The moves, the grooves, the Gillette sword technology are all still in residence. All that remains to say is...En garde!





THE RAGE GAUGE

During the game you'll take a fair amount of damage from weapons and the like. Each blow you receive will in turn fill up the Rage Gauge bar at the bottom of the screen. When the bar begins to flash your character will achieve full power and all of your attacks will become more devastating! Unfortunately a powered up character is also more susceptible to attacks and the damage inflicted from them will increase!

HANZO

NINJA MASTER OF THE SHADOWS

The strongest of the IGA Ninjas. A cool professional, Hanzo battles to free the soul of his son from the evil Amakusa.

(ABOVE) Use the Strike Dash attack when you are close to your opponent for piledriving frolics. The Exploding Dragon can be used at long distance or close up in combinations.

LET THE BA

RAI

DOWN

HARDEST WARRIORS!

From the far corners of the world, the strongest tough guys have come together to scrap it out for personal reasons. We don't care what they are as long as they can kick ass!

(ABOVE) Kyoshiro needs some distance to wield the Shishi Ha effectively so if your opponent gets close defend then unleash a Jumping Lion or two.

(ABOVE) Use the Jig on anyone who can throw missiles to catch them out. The Replicates doesn't work very well against the computer so stick to spike balls and counter attacks.

REVIEW SUPER NINTENDO ENTERTAINMENT SYSTEM

KYOSHIRO

THE KABUKI MASTER

Out to surpass his father in the acting stakes and quite prepared to kill you to achieve this aim! Master of the Shishi Ha (the Lion's Blade) so expect no mercy.

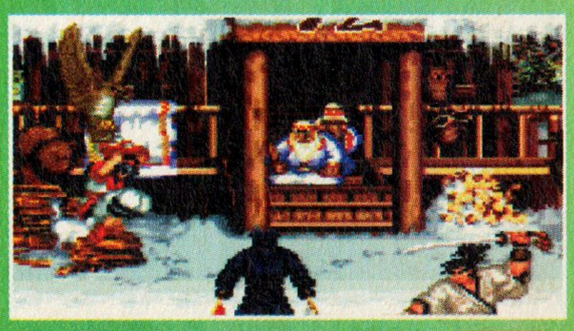
COMMENT

PAUL

Shodown, with its use of Samurai weaponry and majestic settings, stands apart from its contemporaries as it is played quite differently to most other fighting games. An example is the animals that assist some of the warriors. With these timing becomes more important and there is more awareness of space and the need to distance fighters as a tactical approach. Also the presence of weapons and the chance of losing them allows for more hard fought battles than usual. The satisfaction of regaining a sword after losing it in a fierce clash, only to regain it again and win is unmatched in any other game in this field. It's worth pointing out that the characters are very strong too - there are none who seem irrelevant, too weak or clumsy. Of course the limitations of a conversion from an expensive 24-Bit arcade-standard machine to the 16-Bit Super NES are apparent, but this isn't enough to affect what is otherwise a good-conversion of a fab SNK hit.

(ABOVE) Earthquake is probably the worst fighter in the game. Not many moves and not very mobile. On the plus side no fighter can throw Earthquake!

(ABOVE) Nakoruro is fast and with the eagle's help is one of the best.



RBARISM BEGIN!!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

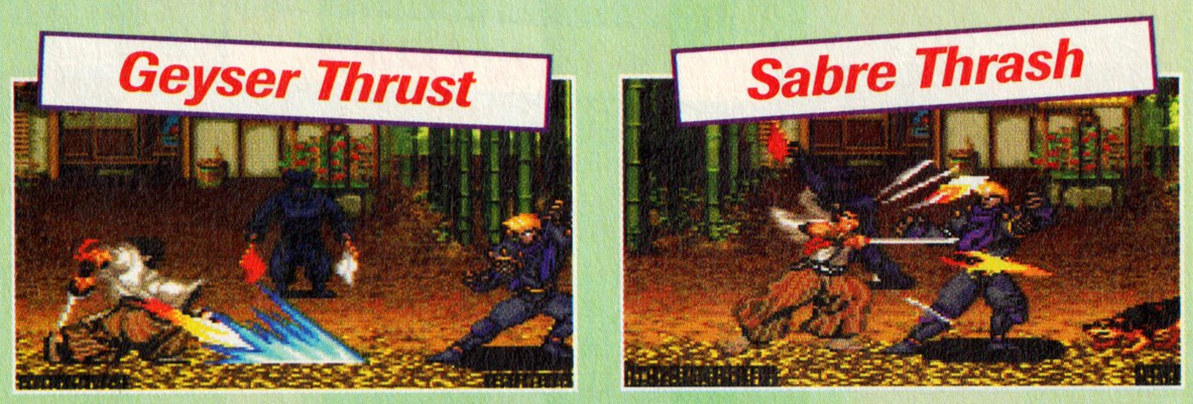
JUBEI
THE EMPEROR'S SECRET SERVANT

Sent by the Emperor to reaffirm that the Way of the Samurai is stronger than all else! One tough guy!

(RIGHT) Kyoshiro slices Wan with a fierce slash then launches a Jumping Lion to the cods.

(BELOW) Jubei strikes from the air and then performs a low fierce slash that starts the motion for a Geyser Thrust. Oof.

(BELOW) Simple two-in-one from Wan Fu. Fierce slash to a fierce Whirlwing.



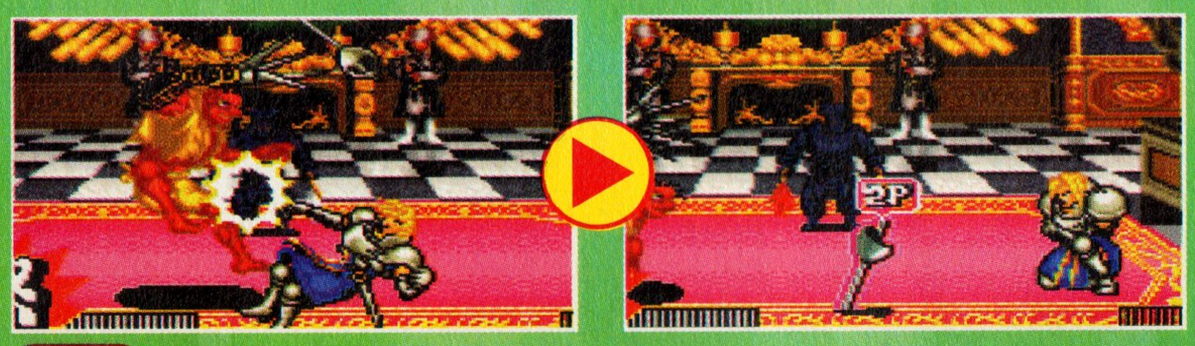
(ABOVE) Jubei has few special attacks but can use them in combos quite effectively. The long reach of his Yamato Blade allows for sniping attacks that can catch enemies off guard.

A COMBINATION OF SORTS!

Samurai Shodown realies more on counter attacks rather than combo's but there are some combination attacks in the game. We sampled the best and show a few below to illustrate how to use them.

LOCKING SWORDS!

Two simultaneous blows will result in a sword locking scenario. When this happens press your attack buttons as fast as you can. Those that can't keep up will lose their weapon and plenty of blood as you try to reclaim it!



COMMENT

GARY

I loved the original Neo Geo version and this is a great conversion but there's still something missing. I can't put my finger on it so I'll just say that when compared to more recent and definetly more playable fighting games like Mortal Kombat II and Fatal Fury Special it falls a long way short. For dedicated Shodown fans only.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION			■	■
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY		■		

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	■
DAY			■	■
WEEK			■	
MONTH			■	
YEAR		■		

GRAPHICS — 88

▲ Very atmosphric and match the original. Detailed backgrounds.

▼ The small fighters are just not as dynamic as the Neo Geo originals.

SOUND — 90

▲ Excellent tunes and plenty of sword spanging effects. Great in Dolby Surround.

PLAYABILITY — 86

▲ More to the game than first meets the eye. Hard to put down in two-player mode.

▼ Playing against the computer is very pattern orientated. Frustrating commands for some characters.

LASTABILITY — 76

▼ Very little in the way of combos means there are less strategies to learn than say Fatal Fury Special of Mortal Kombat II.

OVERALL — 85

An excellent conversion with buckets of gameplay but lacks the pace and intensity of Mortal Kombat II or Fatal Fury Special.

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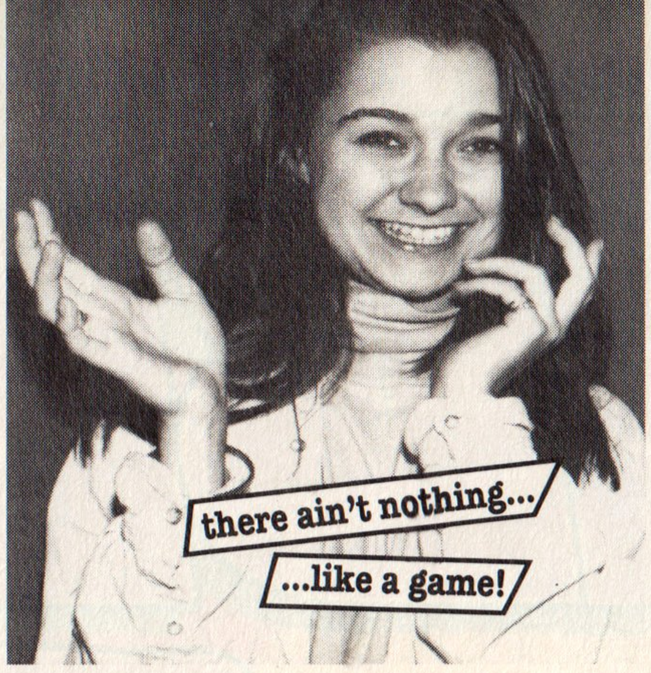

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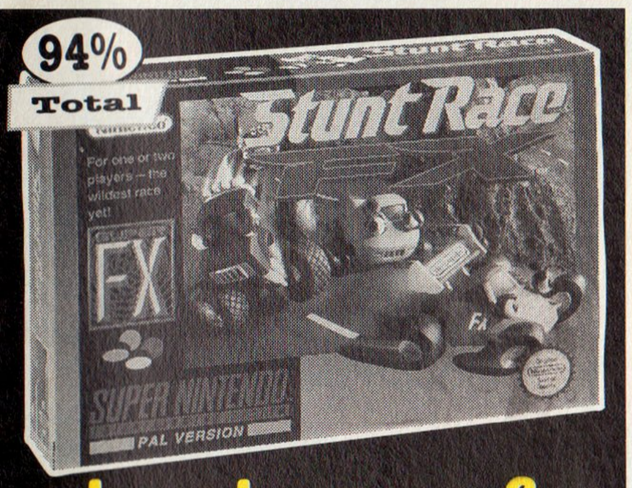

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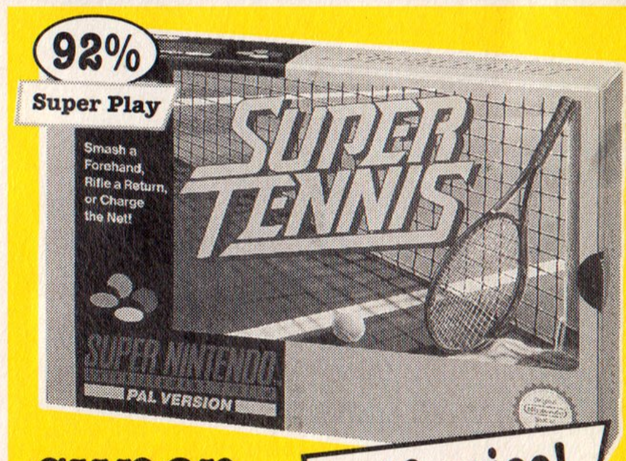

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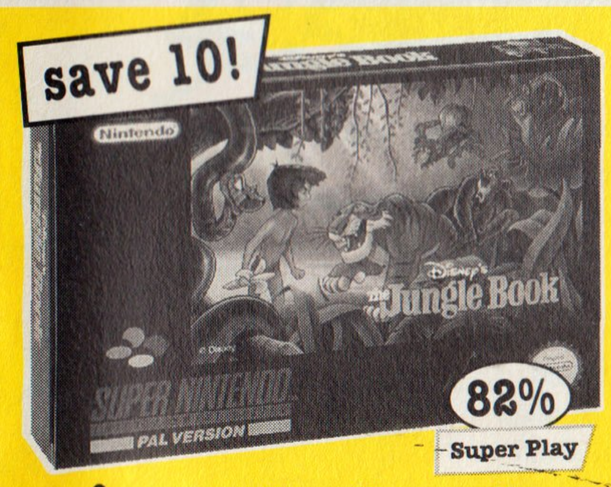

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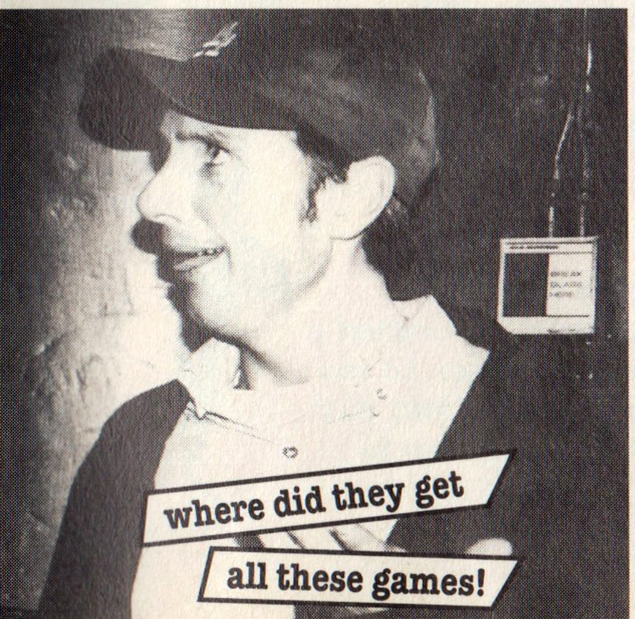

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: SUNSOFT
- PRICE: £44.99
- RELEASE: DECEMBER
- GAME TYPE: PUZZLE
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Game difficulty

GAME INFO

- GAME ORIGIN: Weird Japanese folklore or summink
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Keep going
- ALTERNATIVES: Puyo Puyo, Tetris Battle Gaiden, Tetris 2 (Super Game Boy)

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Quick

X Rotate Left

A Rotate Right

B Rotate Left

Y Rotate Right

L/R L: Nothing
R: Nothing

S Start: Freeze-like statues
Select: Nothing

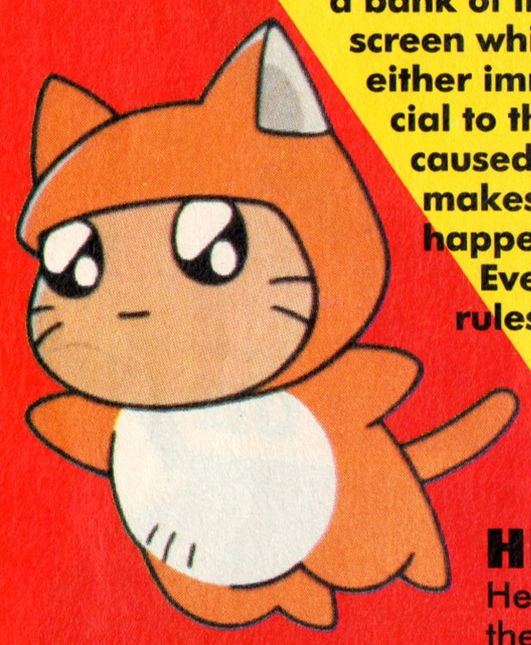
GAME CREDITS

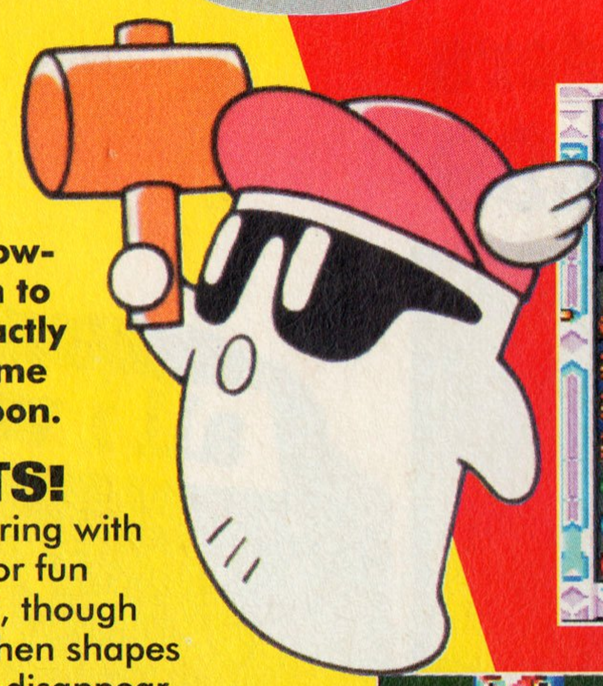
- DEVELOPED BY: SUNSOFT
- DISTRIBUTED BY: MARUBENI
- MADE IN: JAPAN
- ARTWORK: © 1994 SUNSOFT

HEBEREKE'S POPOON

Is there life on Mars? Is there life in Peckham? If there is, it can't be half as wild as Hebereke and his chums; whoever created them is surely on another planet! Apparently the Japanese name Hebereke in English means 'dead drunk.' It figures.

A clear head, though, is needed to play Hebereke's Popoon. At the base of it all is a simple puzzle game in which one or two players match brightly-coloured characters to make them disappear. This illuminates a bank of lights at the bottom of the screen which creates magic that is either immediately beneficial to the player who caused the reaction or makes terrible things happen to the opposition. Even after the basic rules are understood, however, it's still tough to make out what exactly is going on! Welcome to Hebereke's Popoon.





HIT THE LIGHTS!

Hebereke and his pals bring with them many cool tricks, for fun first of all but also to prompt the occasional 'wow.', though it's usually a 'hey!', from the mouths of players. When shapes of the same colour are aligned three in a row they disappear, illuminating lights at the bottom of the screen. There are four colours to light up in all and each one creates a magical effect when lit. Ligting one or two lights for any of the characters causes more Popoons or poro-poros to drop onto your opponent's screen, but three or four lights delivers an altogether different effect depending on the character in question. So, without further ado, let's go meet the Hebereke crew...

HEBE

The cuteness of this duck is similarly matched by the inoffensiveness of his third and fourth level special attacks. They do little more than scatter large numbers of Poro Poros into your pile. Is that all!?

OH CHAN

Ah, this is more like it. Oh Chan's third level attack whaps a couple of lines from her puzzle into the base of yours, while her magical dust fourth level attack turns your blocks into immoveable rocks that are about as welcome as a fart in an elevator.

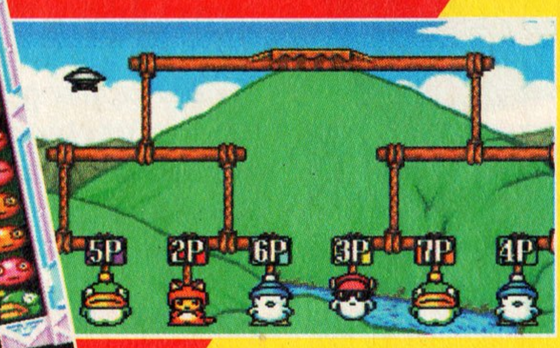
JENNIFER

Don't call her fish-lips unless you want to have all the action on your side frozen by her fourth level attack, that is. Her third level attack only serves to blast a few of her own blocks away, so perhaps you might want to chance it after all.

SUKEZAEMON

This chilling chap has the most impressive third level move. Depending on the number of Popoons eliminated a rather useful Suke Hammer in either four, eight or 16 ton varieties drops and crushes those pesky Popoons into dust. His fourth level attack sees him removing his shades to unleash his eyballs that fly over to the opposing side and mess the puzzle up. Eeuch!

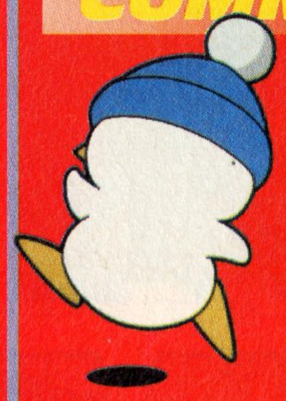
HEBEREKE'S POOON



SUKEZAEMON

JENNIFER

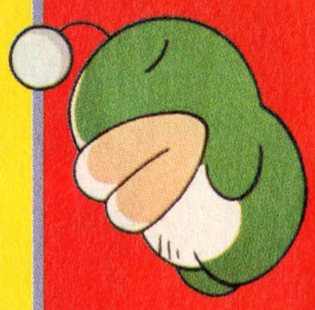
COMMENT



ANDY

After an hour's play of Hebereke Popoon your eyes will be bleeding out of their sockets, thumbs will be just a distant memory, your ears will have swollen and, in all probability, you'll be being helped into a rather tight-fitting coat with buckles up the back. But, in your own warped little way, you'll be happy. So what if there doesn't seem to be much logic behind the gameplay. Who cares if things seem to happen when you least expect, or seemingly without you having done anything. And who gives a damn that it becomes almost impossible to look at after only a short while. Let's not lose sight of one thing - with the combination of bleepy tunes, cheeky samples and eye-bursting graphics this is no game - it's a party waiting to happen. Plug in, turn on, wig out!

COMMENT



PAUL

This game starts confusing and somehow manages to remain so, even after players know exactly what they're doing; which might sound like a bad thing but is the magic ingredient behind the unique appeal of Hebereke's Popoon. Though uncomplicated, the fast pace and craziness of the characters - both in their looks and voices - elevate the overall experience to something much greater. Popoon doesn't possess the kind of therapeutic qualities Tetris has, however its potential as a party occasion redresses the balance. It's definitely big smiles all round when two players go head-to-head. Brash, colourful and unlimited in its appeal, Hebereke's Popoon is an imaginative and more sociable alternative to shoot 'em ups and platformers.

ONCE UPON A PUZZLE...

To keep solo players amused whilst their friends are at home practicing new Popoon tactics, a story mode, with Hebereke as the star, is available. To make his tale all the more believable there is no such thing as magic involved, just our little friends constant battles against foes in a battle to control the Popoons. You can even make the characters talk to each other on the map screen by pressing the A button. Not that they make a single ounce of sense.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 90

▲Funny, stylish and big on colour. The Hebereke imagery is very unique. As good to watch as it is to play.
▼Always the same thing with no chance of variation.

SOUND — 90

▲With its crazy music and bizarre examples of sampled speech from the characters, Popoon is a big crowd puller.
▼Repetitive strains are likely to stress-out anyone who isn't taking part.

PLAYABILITY — 88

▲ Compelling and tempting when not in use. Simple enough for anyone to take part whilst still being able to accommodate the development of great skill.
▼ Sometimes accidents have more effect than carefully honed tactics.

LASTABILITY — 90

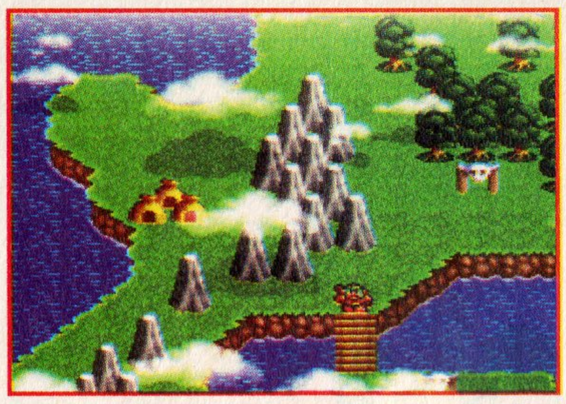
▲Retains its vibrant appeal long after the first go. As good as the player makes it with players having to practice hard to get the most from it.
▼ Less fun in single-player.

OVERALL — 90

Big laughs in small doses spread over a very long period of time. Excellent fun and a cool game to display in your collection. Blow your head!.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



JOE & MAC 3 LOST IN THE TROPICS

What could be the worst thing to happen to you if you were a caveman? Someone run off with your cavegirl? Nick your best club? Declare your home a site of special archeological interest? Nah! The worst possible thing that could happen to you as a caveman would be that some sneaky swine called Gronk comes and steals the village crown. Oooh! Doesn't that make you mad? No? Well it ought to because, unlikely as it may seem, that is just the premise for the "long-awaited" sequel to that old Super NES favourite Joe and Mac - the puzzlingly-titled Joe and Mac 3. All confusion aside, fans of the original will be pleased to see that, despite the years, our heroes haven't aged a bit. Whether the same can be said of the gameplay remains to be seen...

BEAST OF BURDEN

Just when scrambling through sub-tropical rain forests or fighting your way upstream against a raging torrent becomes too much for your beleaguered caveperson, the game provides friendly dinosaurs just itching to offer transportation to the weary. A water-spitting Plesiosaur awaits in the water levels. In the treetops it's a Pterodactyl, whilst ground-based assistance comes from a cuddly Triceratops. However, as hard-looking as they all are they only take one hit before running home to their mums.

DON'T SPRAY WITH YOUR FOOD

As well as all the normal array of club types available to our cretaceous combatants, other modes of attack can be found lying around in the form of stoneage snacks. The most common is roast chicken that someone has thoughtfully left out. Not only does this replenish one energy unit but it endows the player with a limited number of long-range chicken bones to spit at the bad guys. Other such spectacular feasts include chilli peppers that give limited fireballs and apples whose pips are particularly deadly. Also, if the lads find themselves wading weaponless through a wampaging wiver, they can take big gulps of water and gob it most effectively at their assailants. The mucky gits.

COMMENT

Years ago, when the Super NES was a new and shiny beast, Joe and Mac was quite a nice little game with its humour and bold graphical style. Things have moved on quite considerably since those unsophisticated days. Unfortunately the same can't really be said for Joe and Mac 3 which presents itself as an almost identical version of the original. True, the storyline is new and the lads have new modes of transport, more weapons and the game is a bit bigger, but the basic style of play remains the same, as does the relative lack of challenge. An enjoyable but thoroughly average platform romp with concepts of originality and challenge as prehistoric as the titular heroes. For the kids.

RATINGS

- BY: ELITE
- PRICE: TBA
- RELEASE: DECEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

GRAPHICS — 83

◆ Big, fairly nicely drawn and very colourful. Animation is a bit flickery.

SOUND — 79

◆ A few nice roars and cheesy tunes, but nothing to push back any boundaries.

PLAYABILITY — 79

◆ Fairly responsive with an okay variety of weapons and modes of transport.

LASTABILITY — 75

◆ There's a lot to explore and two-player is good fun. Alas it's all a bit easy.

OVERALL — 76

Its big, funny graphics'll and easy gameplay should keep the nippers happy for a short while. Older players'll probably want more.

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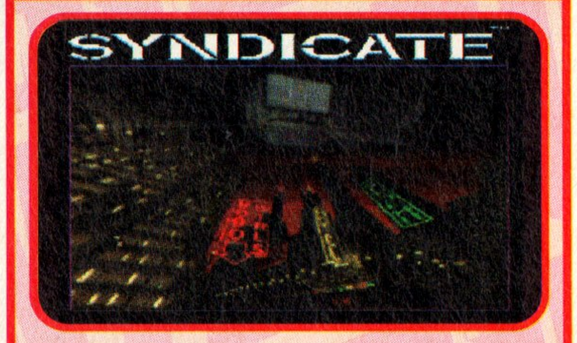
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- BY: BULLFROG
- PRICE: £44.99
- RELEASE: OUT NOW
- GAME TYPE: STRATEGY
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: Practice. Sound

GAME INFO

- GAME ORIGIN: Gang warfare in the 21st century
- GAME DIFFICULTY: Tough
- SCORE TO BEAT: Conquer the world
- ALTERNATIVES: Populous I & II, Cannon Fodder

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Effortless

X — Weapon control

A — Fire

B — Nothing

Y — Agent control

L/R — L: Highlight an icon
R: Highlight an icon

S — Start: Pause game
Select: Team work

GAME CREDITS

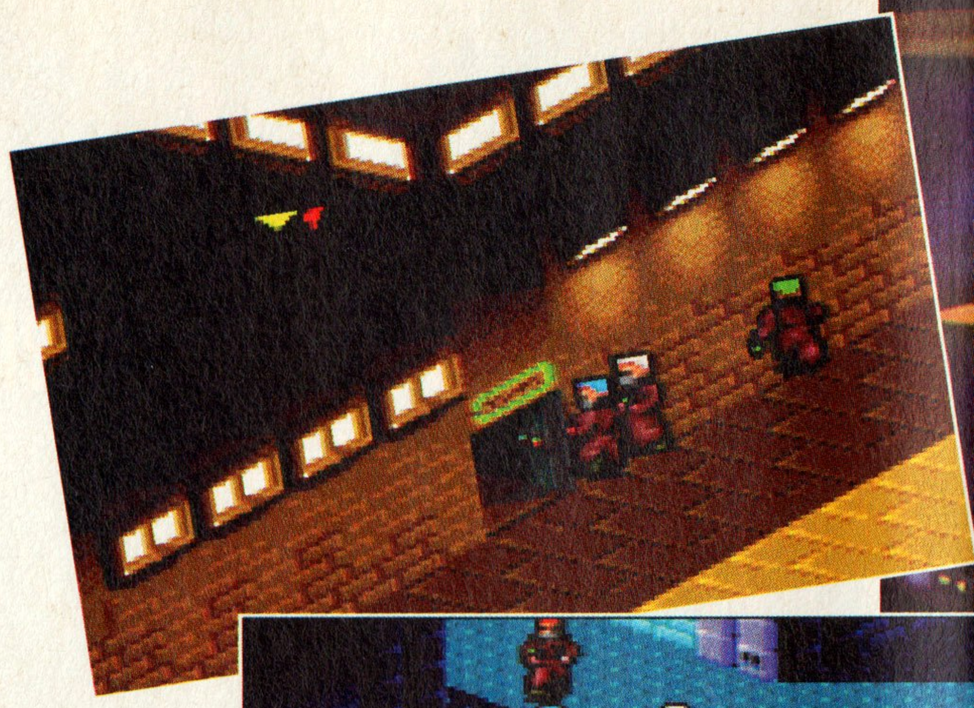
- DEVELOPED BY: BULLFROG
- DISTRIBUTED BY: OCEAN
- MADE IN: UK
- ARTWORK: © BULLFROG

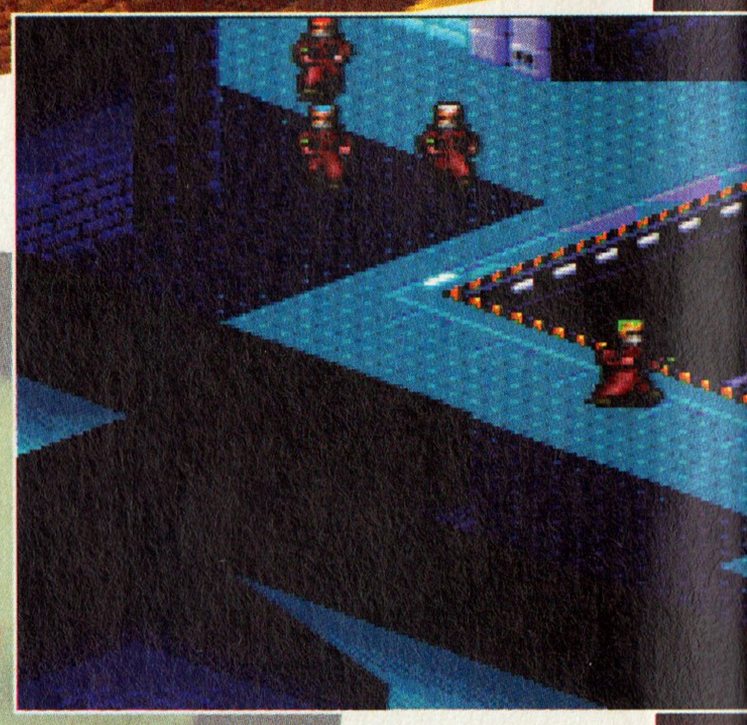
Don't worry, love, they're only actors. No one gets hurt. The comforting voice of your parents as you prepare to endure your first horror film, over Sunday dinner. Joe Dangerous is carving a bloody path through some futuristic city; there's arms exploding, heads popping and even Joe is dragging a badly fractured leg behind him. If you look closely you might even catch a glimpse of his thigh bone glistening in the street lamps. Still it's just pretend - they all break for coffee just like anyone else - so you may as well tuck into that roast 'cause it doesn't matter. And with this valuable lesson learned you grow up into a perfectly well-rounded human being, ready to take control of your first crime syndicate. It is the future, and Syndicates are the last word in world domination. Your world.

A team of four custom-built cyborg agents await your command, with instructions issued via CHIPS inserted into their necks. These agents feel no pain though they are not impervious to damage, nor are they invincible. They're also not the only death machines stalking the streets as other Syndicates are out there too. It's a battle for control over the city, the country and eventually the world.

This is the premise for Bullfrog's chilling new Super NES title. It invents a scenario in which players are not only responsible for securing their 'patch', but ensure their conquered ground works best for them. So it's about money, and with money comes power and with more power it's possible to go out again to secure greater areas in which there is potential for gaining more money. And on and on.

Look it's all very simple. Allow us to explain...





SYNDICAT

(RIGHT) Killing civilians is a shameful practice but, in this game, they're usually working for the enemy.

COMMENT

PAUL D.

Any apprehensions players may have about PC-to-Super NES conversions are laid to rest with the arrival of Syndicate. Often computer stuff is viewed as too boring, and therefore best ignored. Or PC snobs doubt the Super NES's ability to handle such complex products altogether. Well there's no support for either argument here as this conversion is superb. Any differences to the original don't compromise the action; they just give the game a more lighthearted feel. The tremendous depth and intense nature of the missions are unaffected. Like all the best games Syndicate really hooks you into the action so that in a very short time the agents are transformed into indispensable underground heroes and you absolutely will not allow them to get hurt - whatever the cost. Wicked grins meet the development of a new weapon and the command to execute all offenders in especially immoral areas inspires a terrible satisfaction and, well, it's what you've been asked to do anyway so what the heck! Join 'the family' and allow yourself the luxury of Syndicate.

GOING ABROAD

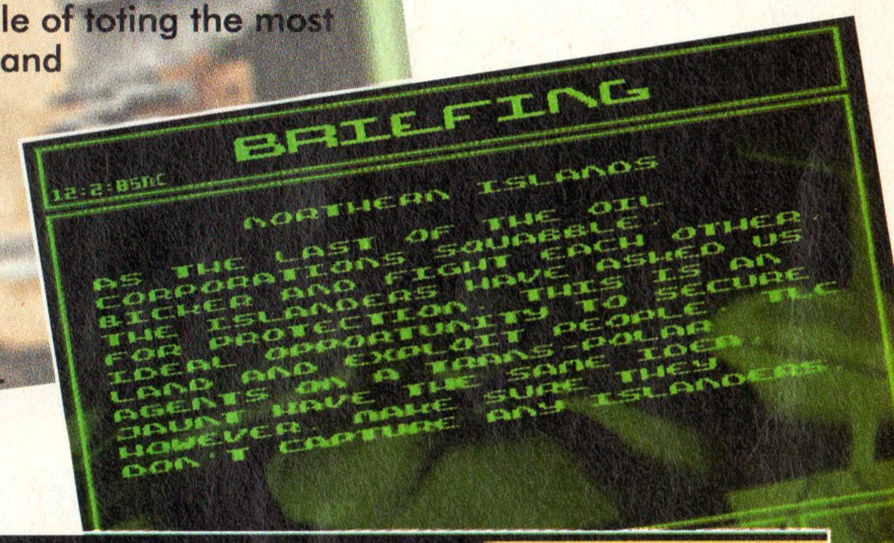
A Syndicate, by definition, is a bunch of people working for the same enterprise. The player in control of this particular Syndicate is actually second in command to a higher, faceless authority. It is this authority who calls the shots by initiating battle strategies which the player follows as closely as possible in order to prove successful. A world map is displayed at the beginning of every mission, with potential territories for the taking highlighted. Accept the challenge and a Mission Brief is issued, detailing targets and advising the best course of action. The more experienced your team becomes the more territories are open to conquest. In the end, you'll want to take them all!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

UNNATURAL SELECTION

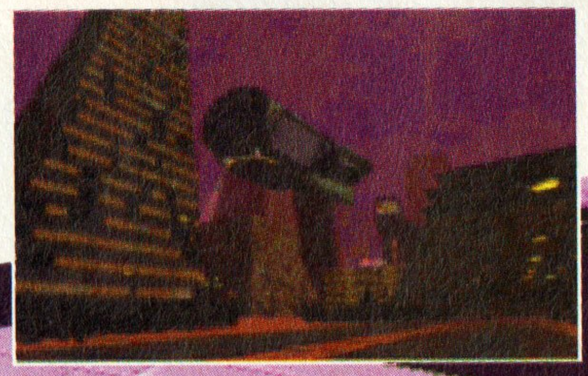
Though they are perfectly capable of toting the most advanced weaponry as defence and may counter the most complicated of security devices with specialist equipment the basic structure of a cyborg is the prime consideration. Modified limbs, organs and even brains are available to increase a cyborg's manoeuvrability, stamina and decision-making ability. If only NMS had it so good.

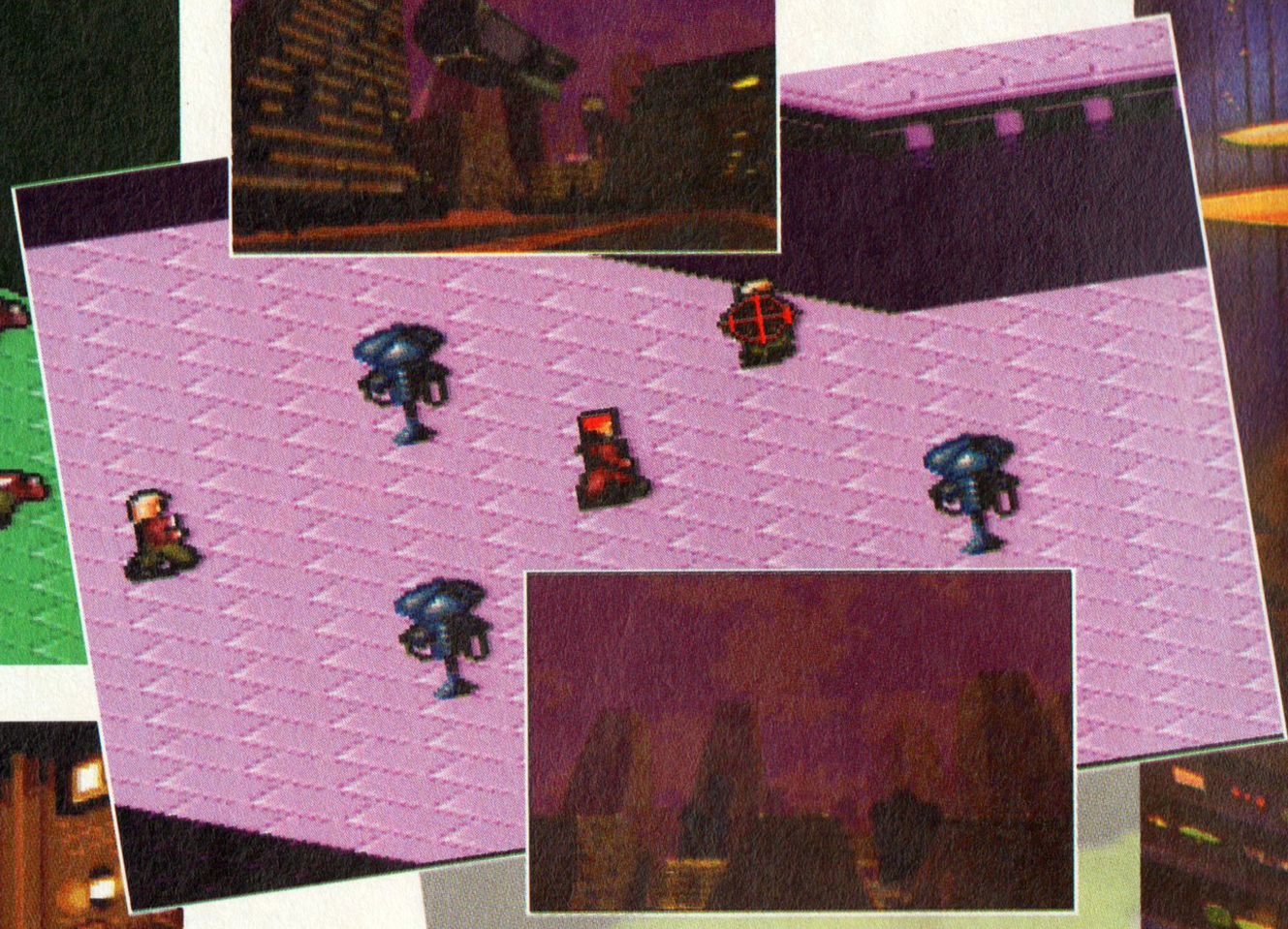


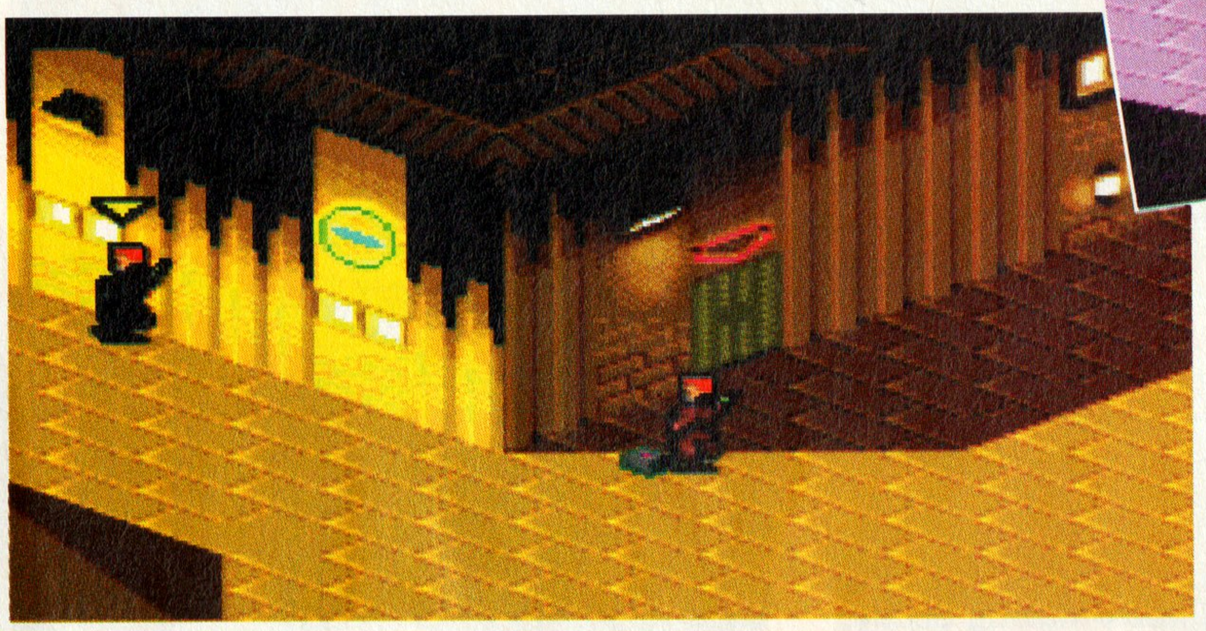
(ABOVE) To save time some cities feature cool modes of transport.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

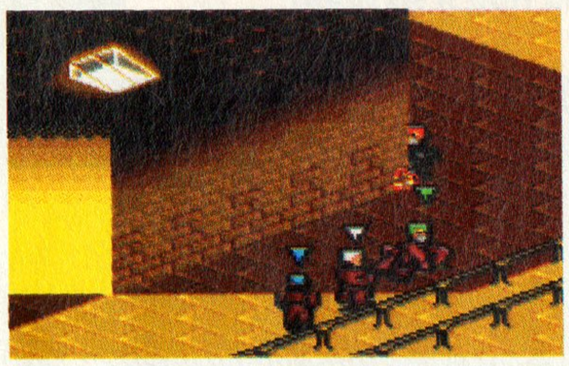


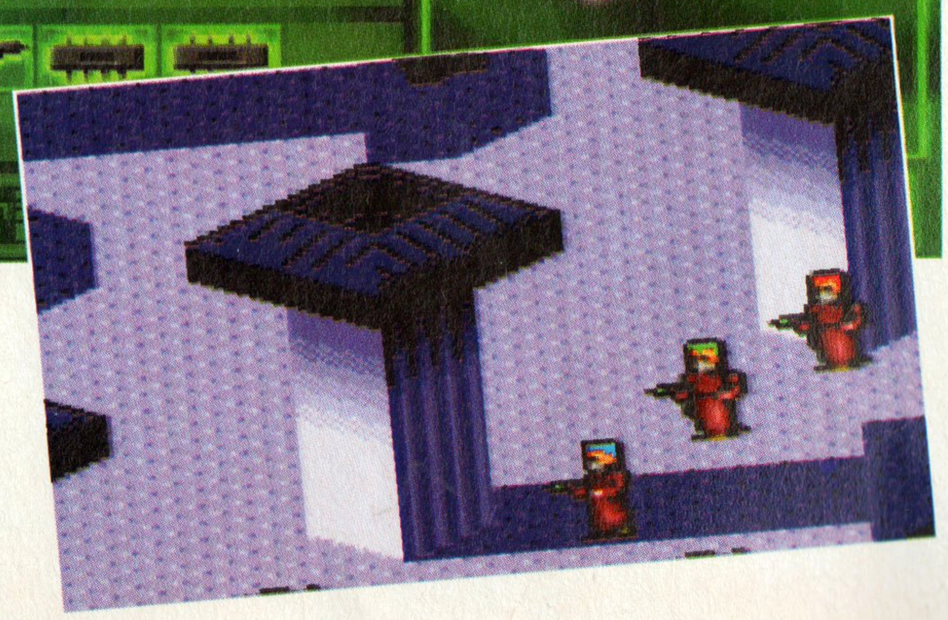




MOVE IT! MOVE IT!

Agents are driven by three basic personality traits: Perception, Intelligence and Buzz (Adrenalin), or IPA for short. These are adjustable as a group or for individuals. Perception enables agents to make accurate shots and, when not being directed by the player, perceive whether a situation is safe to handle alone or best enetered as a group. Intelligence helps in the speed of this decision making and in confrontations it is the Adrenalin rush that enables agents to react fast enough to avoid becoming a victim. In a bad situation the Syndicate leader can boost all IPAs to their full capacity so the agents have a better chance of survival. This temporary enhancement of ability is also useful for launching surprise attacks on large groups of enemy Syndicate groups, though this practice sometimes backfires once the effects of the artificially induced rush have worn off.





(ABOVE) *Agents carrying too many weapons or gadgets can share them out with the rest of the gang. Lewis here has two persuadatrons.*

COMMENT

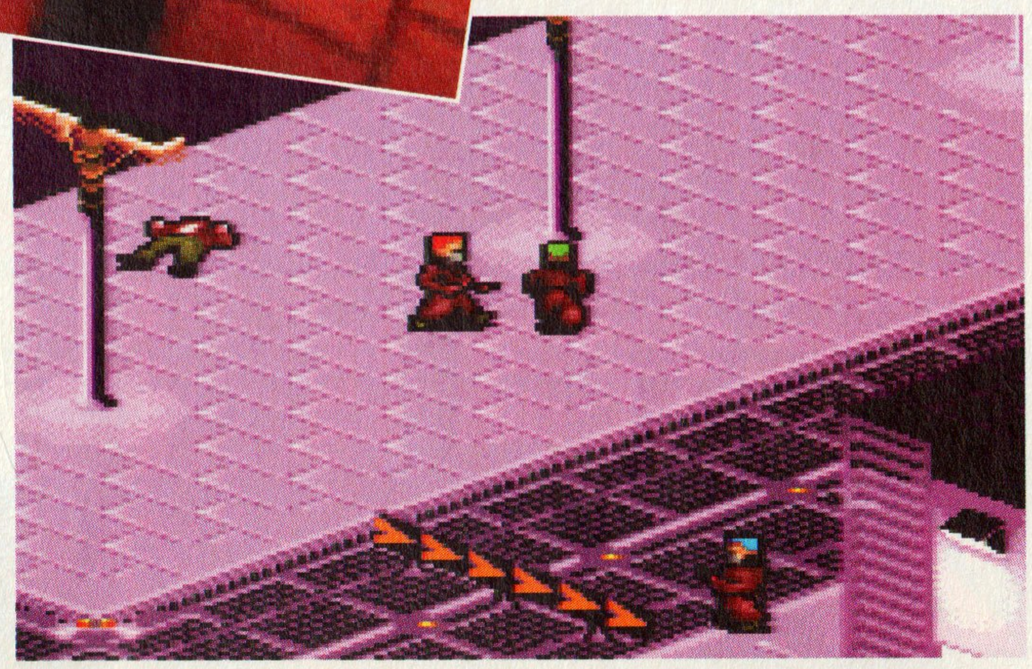
PAUL B.

There's no denying Syndicate was an absolute winner on the PC. So it comes as little surprise that the Super NES version is just as good, if not better. Naturally there have been graphical adjustments to make the game playable without the need for a mouse or keyboard. Yet I found the new control system all the more accessible and the new sprites just as fluid and entertaining as their predecessors. The missions are just as intricate, if not as infuriating, as the original and require concentrated thought and patience. This mixture of strategy and blast-fest has made a truly successful leap from floppy to cart, and if you're a fan of either style then this is undoubtedly the one for you.

FAMILY FEUDS

Though solo players become thoroughly engrossed in the intense strategies required, friends can't quite pick up on the excitement by simply observing the carnage. Realising this, Bullfrog have included a neat two-player option in which players may co-operate or compete directly to steal a lucrative patch of cyber city for their Syndicate.

(ABOVE) *In the research lab fortunes are spent developing improved body parts and weapons, ensuring your team is the best on the streets.*



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				■
CHALLENGE				■
REFLEXES			■	■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR			■	■

GRAPHICS — 86

▲ Superb attention to small details. Animations are of a high standard and all character design is ace.

▼ Exploring interiors of buildings by scanner alone is a chore.

SOUND — 84

▲ Chilling cyber-punk music plus great gun-shot effects create a moody atmosphere.

▼ Not quite punchy enough.

PLAYABILITY — 92

▲ Intricacies such as the necessity to develop new weapons and improve cyborgs help create enormous depth. Passcodes prevent having to replay early missions. The two player option is a real bonus.

LASTABILITY — 87

▲ There are fifty missions in all and adversaries are always a match for even the most precise leaders.

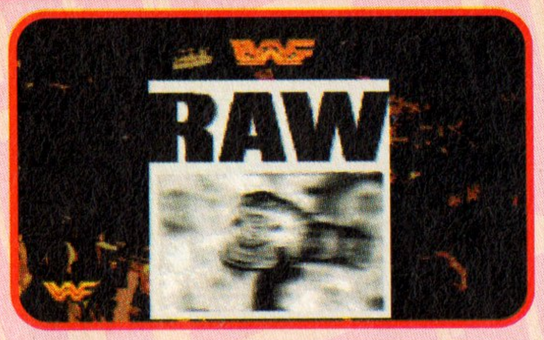
▼ The content of the missions is the same each tiime you play.

OVERALL — 91

Highly addictive and superbly designed. A unique strategic blast powerful enough to blow the cobwebs from the brain of the most forlorn games player.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC
- BY: ACCLAIM
- PRICE: TBA
- RELEASE: DECEMBER
- GAME TYPE: WRESTLING
- CART SIZE: 24 MEG

GAME FEATURES
- NO. OF PLAYERS: 1 to 4
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: N/A
- OPTIONS: Choice of match

GAME INFO
- GAME ORIGIN: Based upon the dire, overacted 'sport' and the second sequel to earlier WWF incarnations.
- GAME DIFFICULTY: Variable
- SCORE TO BEAT: N/A
- ALTERNATIVES: The truly delightful Muscle Bomber. Hundreds of really terrible Japanese efforts including Fire Pro Wrestling and WCW.

GAME CONTROL
- CONTROLLER: Joypad
- RESPONSIVENESS: Average

X — Lock Up

A — Kick

B — Punch

Y — Dash

L/R — L: No Function
R: No Function

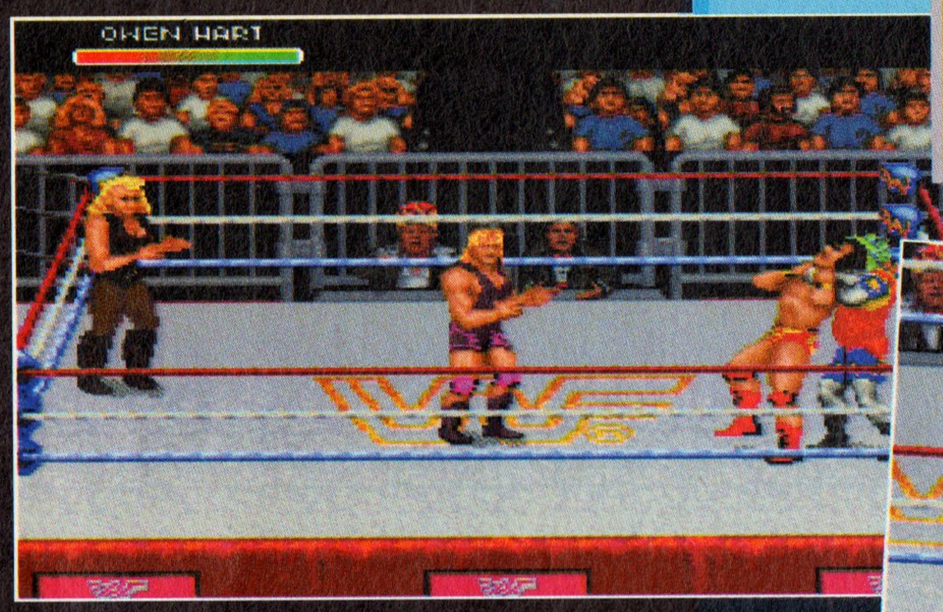
S — Start: Starts/pauses
Select: Quit game

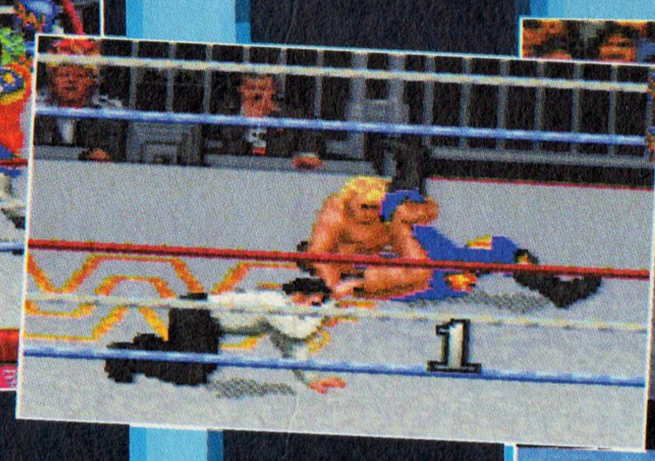
GAME CREDITS
- DEVELOPED BY: LJN
- DISTRIBUTED BY: ACCLAIM
- MADE IN: USA
- ARTWORK: © 1994 WWF

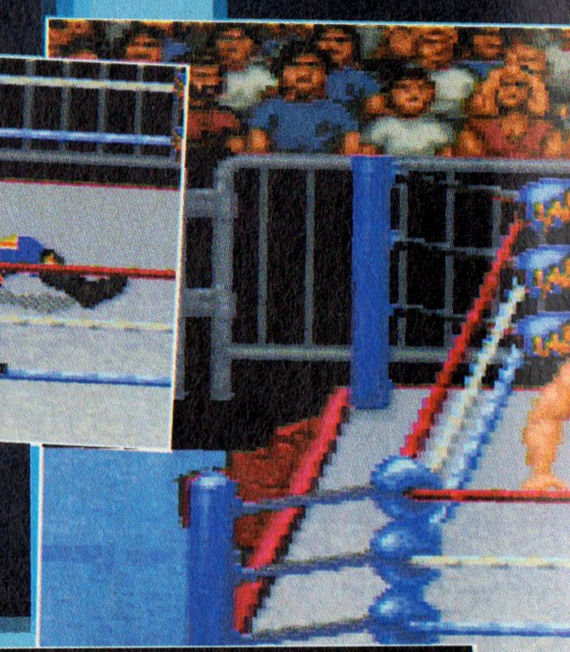
RA

You know the scene. A packed auditorium. The audience on the edge of their seats. The lights dim and the music announces the approach of this week's combatants. The crowd goes wild in anticipation of the evening's entertainment. The spot lights hit the entrance to the arena illuminating a procession of muscle-clad warriors. The atmosphere reaches fever pitch, the caped figures clamber into the ring, and suddenly you realise you're watching 30 over-sized men and women with stupid names pretend to hurt one another!

They're massive and they're back for a third helping of wrestling fun. Twelve of the gang are in town ready and waiting to do battle in an assortment of events ranging from the weekly shows to the spectaculars scattered throughout the year. What's more this latest version, slamming in at a whopping 24 MEG, it is fully compatible with the multi-tap promising four times the fun. Ding, ding, round one!

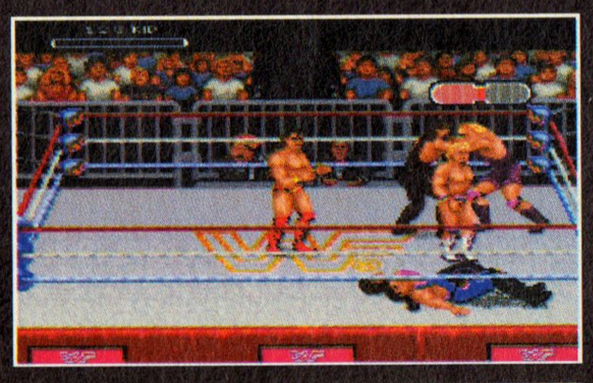




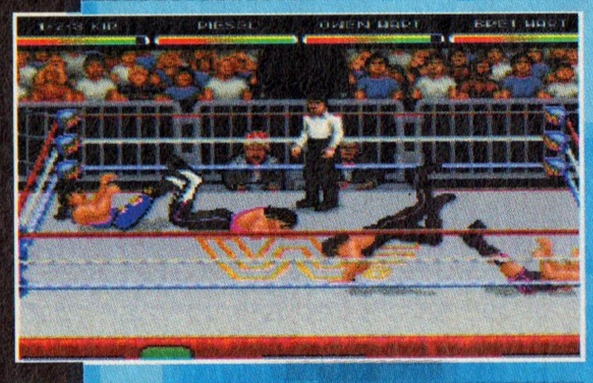


FIGHT NIGHT

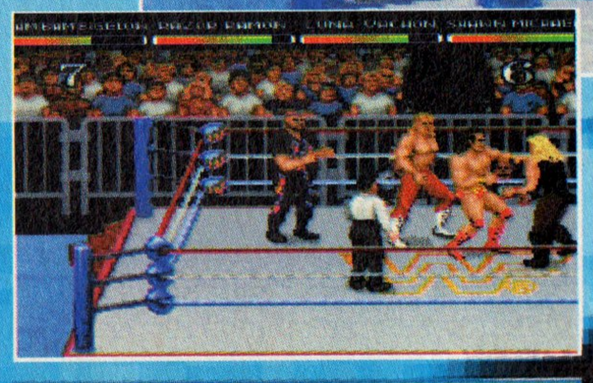
The whole WWF experience has been included on the cart with the inclusion of two of the season's monster events plus a load of other match-up options. Shall we have a look through the square window?



RAW ENDURANCE MATCH
How long can you last against the toughest ring leaders? Choose six of your fave wrestlers and take on six of the opposite number. How long can you last out?

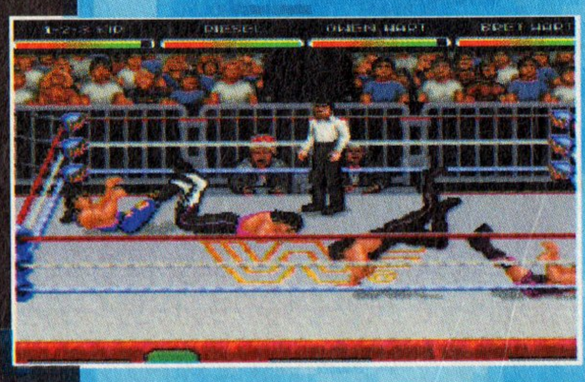


TAG TEAM
Again a weekly event, but this time open to four players as you take in turns or all jump in whatever the case may be to hurt each other, a lot!

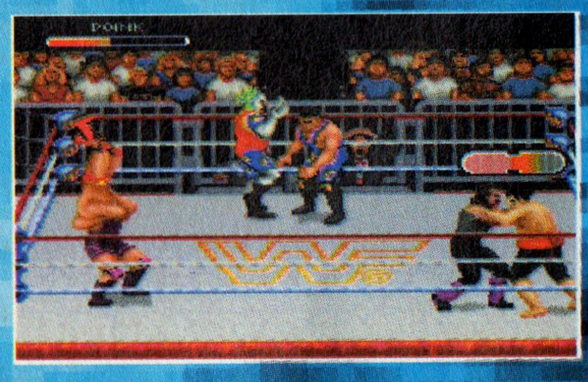


SURVIVOR SERIES
One of the five main events of the year in the form of a grand slam four on four contest.

ONE-ON-ONE
Mid-season unarmed combat, your usual Monday evening type affair versus either player two or the CPU.



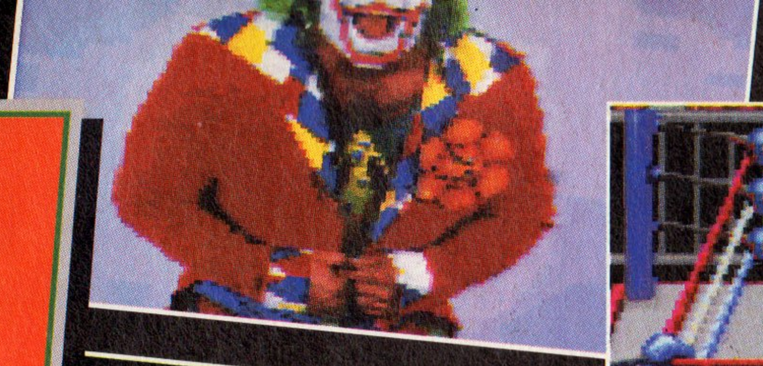
BEDLAM
A novel feature, invented for the benefit of the game version, similar to Tag Team without the need for tags.

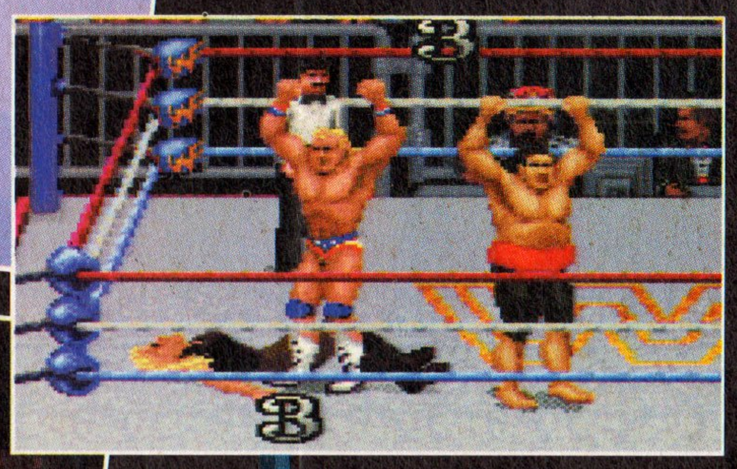


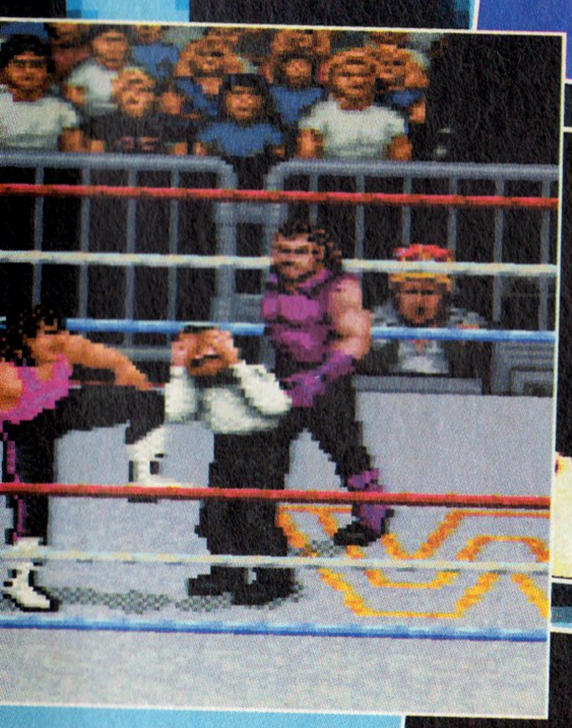
ROYAL RUMBLE
Identical to the televised version extravaganza except of course there are fewer wrestlers to get to grips with.

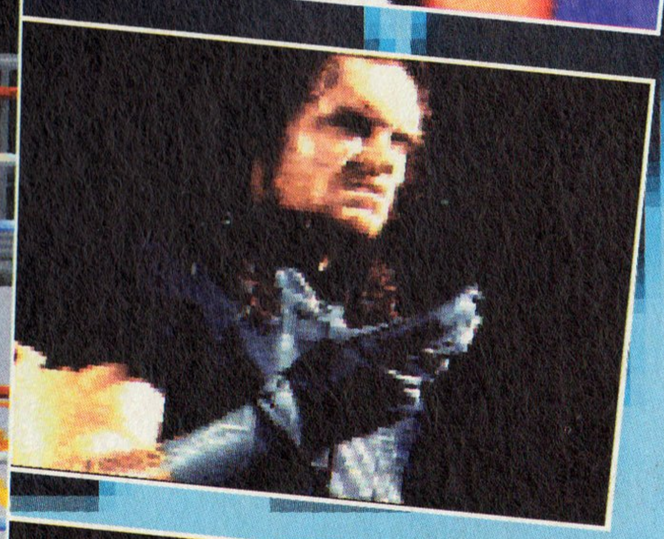
24 MEGS OF RAW WRE

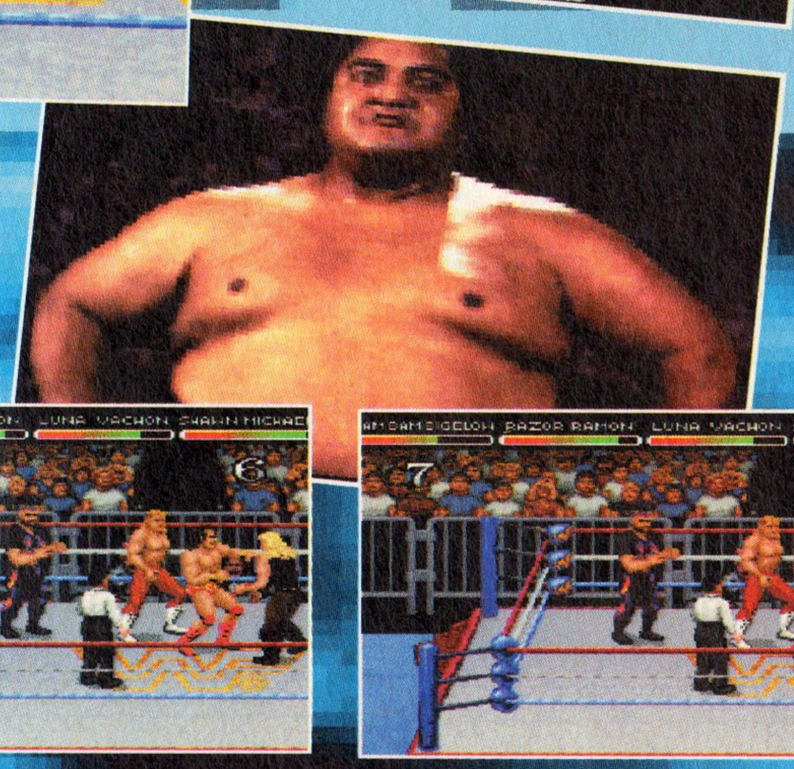
WWF

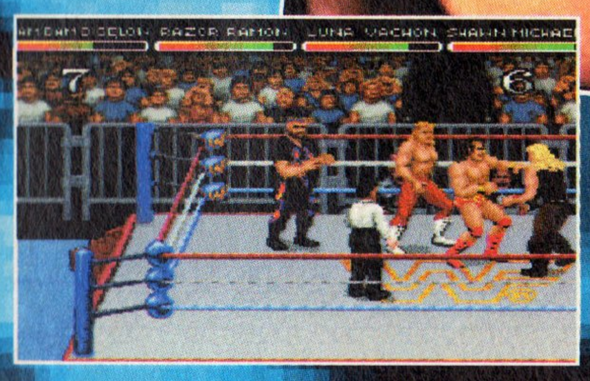


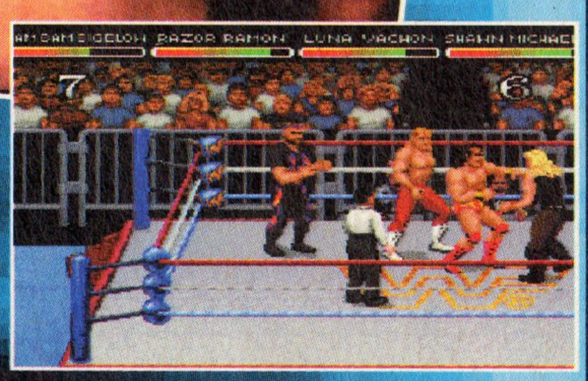










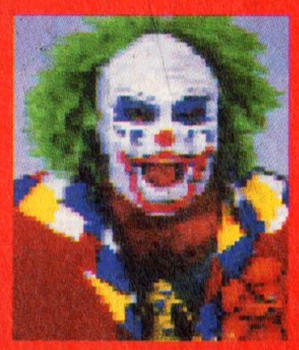


USE THE FORCE

In the ring it's all about getting to grips with the opposition. Aside from the usual smattering of slaps and kicks, the major form of attack is in the special moves. Each character has their individual special move, ranging from the Undertaker's Tombstone to Doink's Whoopee Cushion. Once the lock up is activated, a power meter appears above the two grappling characters and then it's a question of endurance. A lot of button tapping is essential if you want to pull off the move, as firstly you need to gain control of the lock up and follow this up with charging the power meter to sling the enemy out of the ring!

STLING POWER!!

COMMENT



PAUL B

As wrestling games go this is a pretty good effort. But to be quite honest, that isn't saying much. The graphics are on the extremely average side – character sprites clearly needing finer definition and more frames of animation – and at times it's even difficult to distinguish between some of the wrestlers. On the gameplay front, the fact that the only real attack is a result of tapping a button as fast as your little fingers will go, shows distinct lack of thought and imagination. A license a huge as this should deserve more consideration and investment of time and resources. There are unquestionably die-hard WWF fans with a console who will simply have to buy a copy, but if you're just looking for a good wrestling game, I'm afraid you're going to have to wait.

COMMENT

PAUL D

However many times Acclaim decide to release this game there are guaranteed legions of WWF nuts sure to take an interest. Using the same basic formula time and again fans are lured into parting with their money for what amounts the same poduct. Sure, the same is often said about the Street Fighter II series but at least those games require skill whereas this entire WWF thing is just a facade for mindless gameplay. Yet presentation is what the WWF scene is about and this interpretation mimics the excitement and character flawlessly. So anyone wishing to rip Luna Vachon apart might want to book their turn in the ring. The best wrestling game around though is still Capcom's mighty Muscle Bomber.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY		■		
ACTION		■		
CHALLENGE		■	■	
REFLEXES		■		
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR			■	
DAY		■		
WEEK	■			
MONTH				
YEAR				

GRAPHICS — 72

▲ Pretty good for a wrestling game and some reasonable presentation.

▼ Blocky, clumsy, and lacking imagination.

SOUND — 79

▲ Nice touch with individual character music.

▼ Nothing much to write home about.

PLAYABILITY — 71

▲ As playable as a wrestling game can be.

▼ Which isn't saying much.

LASTABILITY — 77

▲ Loads of options and different fighting events.

▼ How long can you stand pushing one button repeatedly? Get the picture?

OVERALL — 75

Not a bad effort as wrestling games go, but still pretty not-right-good nonetheless.

BIG FILMS... MA

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: KONAMI
- PRICE: £49.99
- RELEASE: DECEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Password
- OPTIONS: key configuration

GAME INFO

- GAME ORIGIN: The Warner Bros Studio water-tower
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Complete the pirate ship in the Aquatic stage
- ALTERNATIVES: Lost Vikings, Ren and Stimpy Time Warp

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Average

X — Stand on shoulders

A — Dash

B — Jump

Y — Use item

L/R — L: Stop the slot machine
R: Change charactor

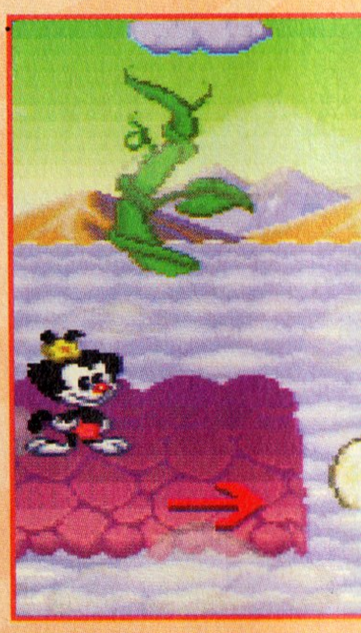
S — Start: Pause
Select: Return to map

GAME CREDITS

- DEVELOPED BY: KONAMI
- DISTRIBUTED BY: KONAMI
- MADE IN: JAPAN
- ARTWORK: © WARNER BROS.

The 1940's. The golden days of Hollywood. Big budget spectaculars. Stars so big and bright they make a supernova look like a soggy Sunday afternoon. Lights! Cameras! Animaniacs!? Yep, I'm afraid so. Not even Hollywood could cope with the arrival of the three cartoon crazies Yakko, Wakko, and their sister Dot. Havoc and terror filled the hearts of law-abiding citizens uncertain of where the troublesome trio would strike next. Desperate measures were needed, and after the chase of the century, the three were banged up in the Warner Bros water tower and the key thrown away.

That is until now. The threesome have escaped and are heading for a Super NES near you. Turning their hands to some use the Animaniacs are on the loose to locate the twenty-four missing pages of the Warner Bros latest movie that's destined for Oscar victory. Can our intrepid oddballs piece together the missing script? Better load up on baloney in the trouser department and find out.



(LEFT) *The plot thickens when CEO reveals the mystery of the missing script to the cheeky chums. The culprit? Why Brains of course, their rodent rival.*

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

ALL FOR ONE

In a radical break from your standard platforming character, Animaniacs has the novel feature of being able to control Yakko, Wakko, and Dot. From among the three, a leader must be selected to guide the others through the stages – overcoming enemies, obstacles, and puzzles. But it's not all just following the leader, as the key to many a puzzle is teamwork. So when faced with a high obstacle or an unreachable platform stacked full of medals, the three zany kids jump on each other's shoulders to give the leader a boost up.

LOTS OF LAUGHS

Those dastardly mice Pinky and the Brain have scattered the award-winning script all over the studio lot, and it's up to Yakko, Wakko and dot to scour every nook and cranny. All of the sets hide vital pages, and lead the zany toons through science fiction, aquatic, and fantasy adventures – to mention but a few. But the brothers and sister must be quick off the mark as Ralph is on the prowl with a view to putting them back in the slammer. Once caught, the two remaining members of the family have a chance to scale the water tower and rescue their sibling.

COMMENT

Love 'em or loathe 'em these crazy characters have taken the Saturday morning cartoon scene by storm. So it was only a question of time before they'd turn up to run riot on the Super NES. Graphically the platform adventures are loyal to the animated series, concocting a mixture of lurid colours and crazy pranks for our 'Maniacs to perform. And in the sound department there's enough boinks, kapows, and 'toon tunes to keep even the most avid cartoon fan going. But I'm afraid, even with these solid foundations, there isn't much else to the cart. The attempt at depth and perspective leads to the sprites slipping about in the extra dimension, and leads far too frequently to undeserved deaths. In addition the enemies, who initially appear hard as nails, give up their attack pattern weaknesses far too easily. Good solid platforming fare, not a major contender for the Yuletide rush.

PAUL B

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

(RIGHT) *Riding the lifts on the water tower can be a risky business. Those pesky vultures are the least of your worries as Ralph waits with a water cannon.*

(ABOVE) Now Wakko say you're very, very sorry to Mr Kong and he might just let you live to see another birthday.

SIX ARMED BANDITS

Every time you collect five medals or more, the wheels of your slot machine at the bottom of the screen start a'spinning. Match up three reels of a friendly character and the bonuses such as invincibility, continues, and extra characters come flooding to the 'Maniacs. But score a baddy and the result can be disastrous, as you watch your hard fought medals slip away into their grubby hands.

COMMENT

ANDY

I'm more of a Goodfeathers fan myself, and am a bit disappointed to find them missing from this colourful title. Still, you can't have everything, and that seems to be the case in Animaniacs which attempts to include just about every platform style there is going, yet somehow manages not to deliver real satisfaction in any department. This is largely down to the slippy, slightly unresponsive nature of the characters and the frustrations that result. Which is a bit of a shame, really, as in many other ways Animaniacs is great and very reminiscent of Tiny Toon Adventures with its chirpy tunes, fabulous graphics and wacky touches in abundance. A very polished product nonetheless, as you'd expect from Konami, but could've been a lot better I think.

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 88

▲ Faithful adaptations of the Saturday morning heroes combined with an inventive use of perspective.

SOUND — 86

▲ Superb bouncy music fitting to the zany cartoon antics.

▼ Some of the tunes do get a tad annoying.

PLAYABILITY — 83

▲ The easy to pick up control system, stacks of exploration, and good challenge

▼ Too many untimely deaths due to the unrefined third dimension and perspective.

LASTABILITY — 84

▲ A good difficulty setting allows steady progress.

▼ Sometimes the puzzles are a little on the tough side.

OVERALL — 84

All the zany and wacky antics of the cartoon series, but nothing groundbreaking on the gameplay front.

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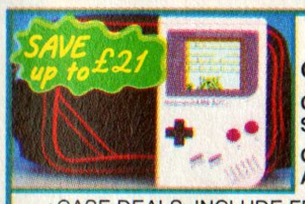

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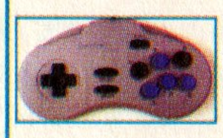

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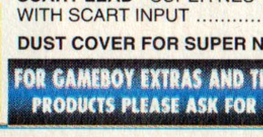

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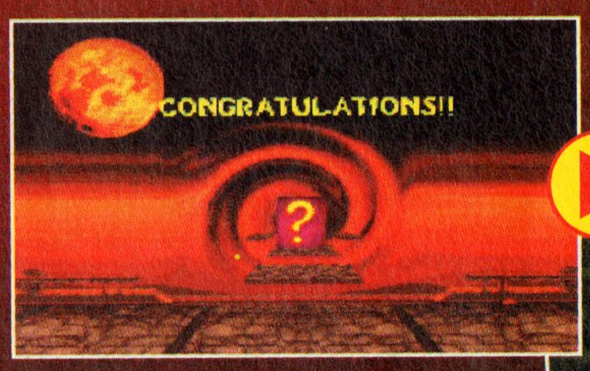
FEATURE SUPER NINTENDO ENTERTAINMENT SYSTEM

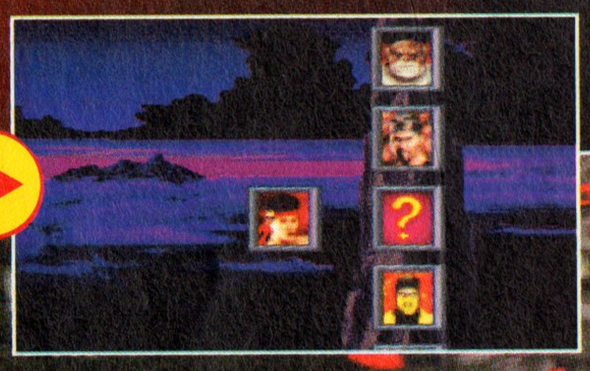
MORTAL

Mortal Kombat II - don't you just love it? We do. But don't you just hate it when the player's guides you read that "claim" to have all the moves and all the cheats actually have nothing of the sort and are obviously compiled by amateurs? We certainly do, so we've decided to compile the consumate guide with moves that really do work and actual cheats that do useful stuff - we're a bit good y'see.

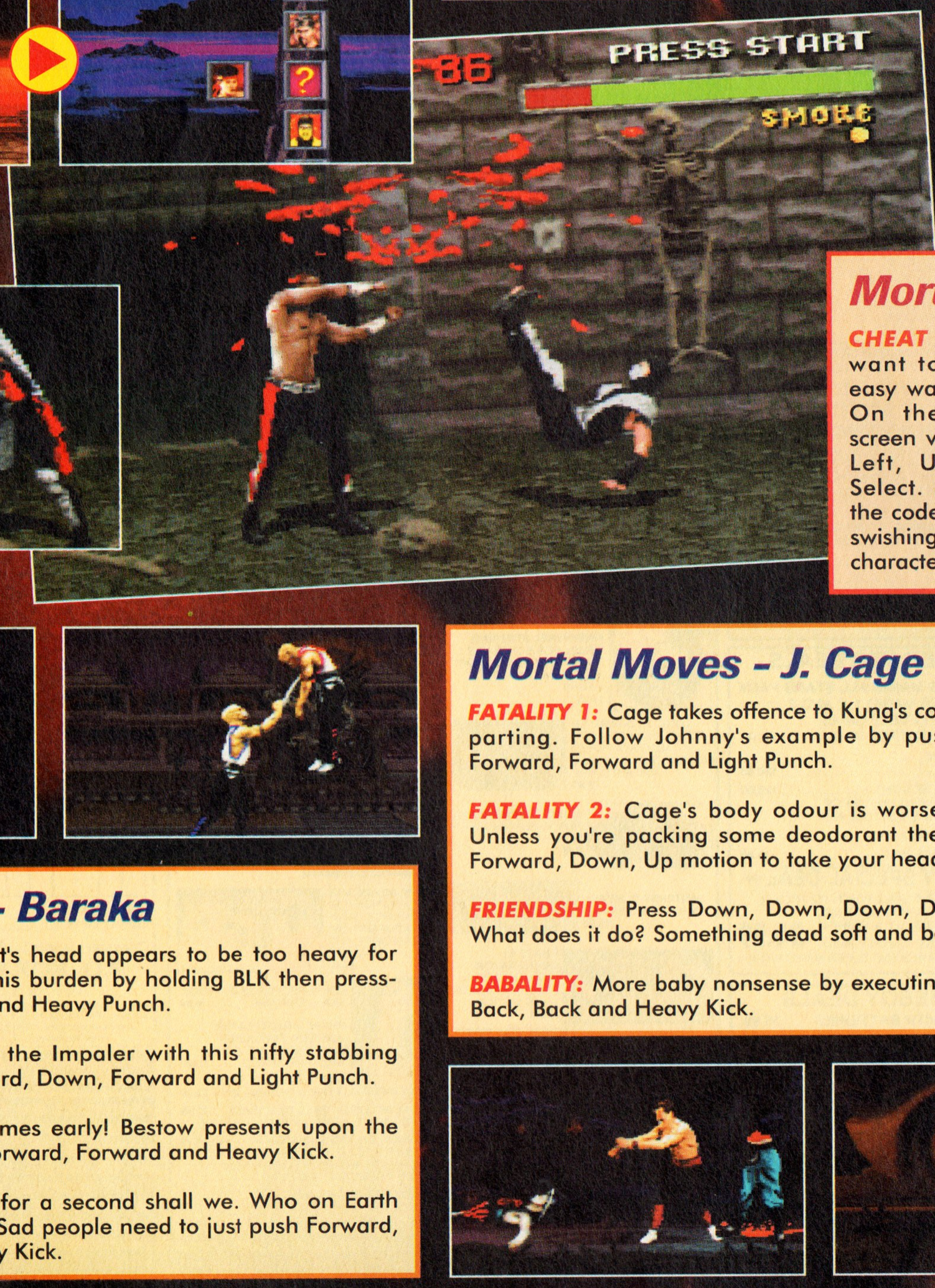
Hidden Kombatant - Smoke

PLAY TO SMOKE: Another Sub-Zero clone who can be challenged when your are fighting on the Portal Stage. Use uppercuts repeatedly to make the Toasty man appear. Keep your eyes on the bottom right corner and as soon as he shows press Down and Start and you will warp to Goro's lair to battle against Smoke! Smoke attacks with Scorpion's spear and throws like crazy!





(ABOVE) Just how many different ninja clans are there? Mortal Kombat II already has five of them!

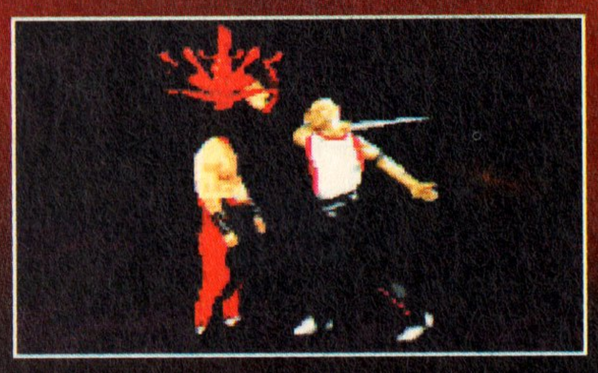


(LEFT) Smoke really knows how to give a good hiding but Jax manages to get at least one hit in.

(ABOVE) Spear to the cods. Urgh!

Mortal Cheats

CHEAT TO SMOKE: If you want to reach Smoke the easy way then try this code. On the character select screen very quickly press Up, Left, Up, Up, Right and Select. If you have entered the code correctly you hear a swishing sound. Choose your character then face Smoke!



Mortal Moves - Baraka

FATALITY 1: Your opponent's head appears to be too heavy for his shoulders! Ease him of his burden by holding BLK then pressing Back, Back, Back, Back and Heavy Punch.

FATALITY 2: Become Vlad the Impaler with this nifty stabbing technique. Push Back, Forward, Down, Forward and Light Punch.

FRIENDSHIP: Christmas comes early! Bestow presents upon the fallen by pushing Up, Up, Forward, Forward and Heavy Kick.

BABALITY: Let's be serious for a second shall we. Who on Earth wants to do a Babality, eh? Sad people need to just push Forward, Forward, Forward and Heavy Kick.

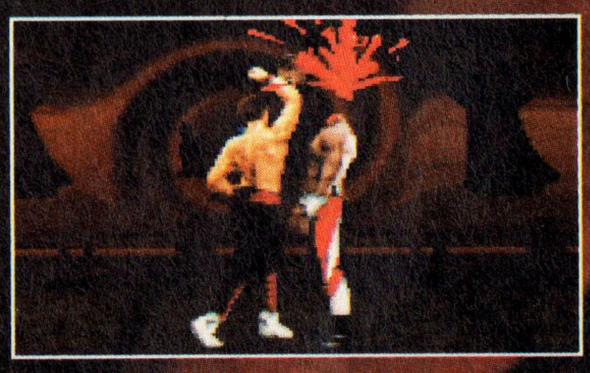
Mortal Moves - J. Cage

FATALITY 1: Cage takes offence to Kung's comment about his side parting. Follow Johnny's example by pushing Down, Down, Forward, Forward and Light Punch.

FATALITY 2: Cage's body odour is worse than we expected! Unless you're packing some deodorant then expect a Forward, Forward, Down, Up motion to take your head off!

FRIENDSHIP: Press Down, Down, Down, Down and Heavy Kick. What does it do? Something dead soft and boring probably.

BABALITY: More baby nonsense by executing the following. Back, Back, Back and Heavy Kick.



KOMBAT

SUPER NINTENDO ENTERTAINMENT SYSTEM **FEATURE**

Hidden Kombatant - Jade

PLAY TO JADE: Long lost cousin of Kitana has had enough of hiding behind trees and offers a challenge to anyone who can find her lair! To reach her you must make it to the round directly below the question mark on the match chart. It doesn't matter who you fight but you need to win one round using Light Kicks only. You can sweep and jump kick but you cannot block if you want to face Jade.

(ABOVE) What's the chance of Jade being an original character then? No chance at all mate! Clearly the Mortal Kombat programmers were on a limited budget when it came to hiring actors so they choose two people and made them model for eight different fighters! As you've guessed from the pictures Jade uses a fan like Kitana but better!

Mortal Cheats

CHEAT TO JADE: If you can't be bothered to beat the computer to reach Jade then this nifty code will take you straight to her boudoir. On the character select screen you must quickly press Up, Down, Down, Left, Right and Select. You'll hear that familiar swish sound and after you choose your fighter you can expect much Jade joviality!

Mortal Moves - Kitana

FATALITY 1: Don't move Raiden there's a fly on your chin! Hold on...Stuuunnnkkk! Splurt! Fly disposal courtesy of a swift Block, Block, Block and Heavy Kick.

FATALITY 2: Expand then die! Hold Light Kick then push Forward, Forward, Down and Forward.

FRIENDSHIP: Kitana proves beyond a doubt that women work best when in the kitchen (Please address all comments about sexism to Pete Barrell at the usual address). Down, Down, Down, Up and Light Kick gets the oven going.

BABALITY: Down, Down, Down and Light Kick for infant action.

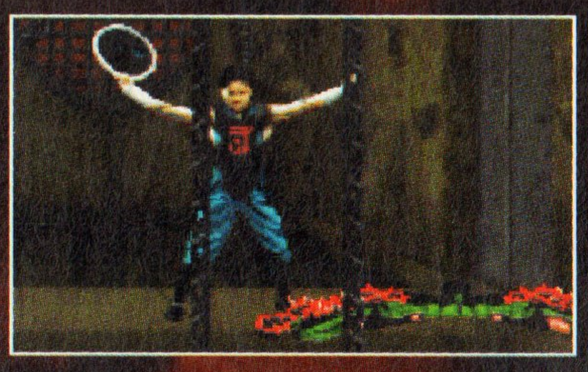
Mortal Moves - Kung Lao

FATALITY 1: Cleave family and friends in two by standing outside sweep distance then hold Block and push Forward, Forward, Forward and Light Kick.

FATALITY 2: This move mimics the normal hat throw but by guiding the hat upwards at the last minute you can cut off your opponents head! Hold Light Punch then press Back, Back and Forward.

FRIENDSHIP: Pull a rabbit from your hat by pushing Back, Back, Back, Down and Heavy Kick.

BABALITY: More Mothercare mirth when you press Back, Back, Forward, Forward and Light Kick.



FEATURE SUPER NINTENDO ENTERTAINMENT SYSTEM

Mortal Cheats

SECRET INTRO SCREEN: Turn on your Super NES and hold down the L and R buttons on the controller.

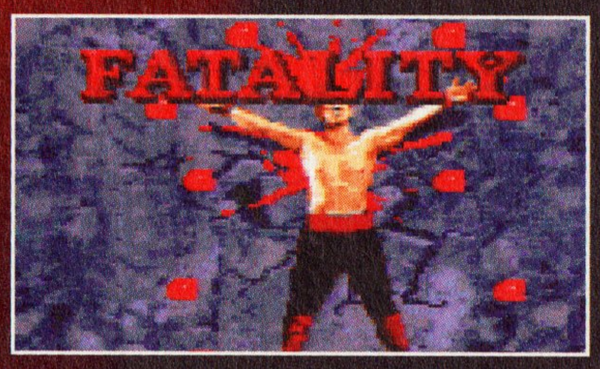
(ABOVE) Every move - every cheat! Funny, I read that somewhere recently and it was all crap.

Mortal Cheats

NO THROWS: Remove all cheesy throws from two-player matches by holding Down and Heavy Punch on both controllers. If you keep holding down until the match starts you will disable the throws for one match only.

INCREASE FATALITY TIME: Always fluffing the Fatalities? If you quickly press Up, Up, Left, Up Down and Select on the character select screen and you hear the swish sound you will double the Fatality Time!

INFLICT SUPER DAMAGE: In one-player games only you will be able to defeat opponents with only two punches if you use this code! Quickly press Down, Up, Right, Up, Left and Select. Hear the swishing sound? Right, get out there and kick some Mortal ass!



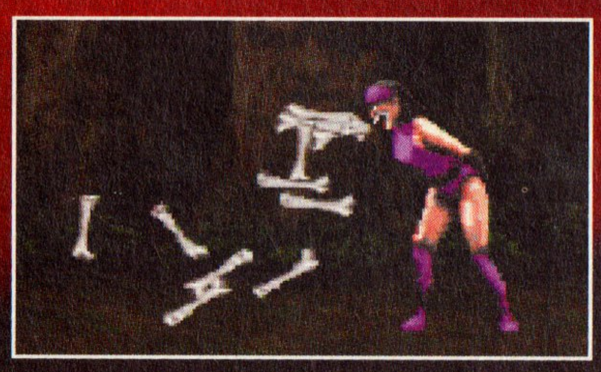
(ABOVE) Hold LK and LP then Uppercut to send your opponent into the acid pool!

Mortal Cheats

ELIMINATION MODE: Keep L and R buttons pressed then start the game. The Elimination mode allows for back-to-back fights using your four favorite fighters! mode allows for back-to-back fights using your four favorite fighters!

RANDOM SELECT: When you are selecting your character hold Up, then press start and the computer will randomly select the fighter you will use in the next fight. This code will work in both one or two-player matches for extra thrills.

(ABOVE) Using the Super Damage code it's possible to beat an opponent in under five seconds and that's with a Fatality as well! Blimey!



Mortal Moves - Mileena

FATALITY 1: If repeated stabbings are your thing then activate the following command! Forward, Back, Forward and Light Punch.

FATALITY 2: This fatality reveals Mileena's true identity! Scoff at your enemies then scoff them by holding Heavy Kick for three seconds.

FRIENDSHIP: Practical gardening with a Down, Down, Down, Up and Heavy Kick.

BABALITY: Some people have actually phoned us asking how to do Babalities. Hard to believe eh? Down, Down, Down, and Heavy Kick to unleash a nappy nightmare.

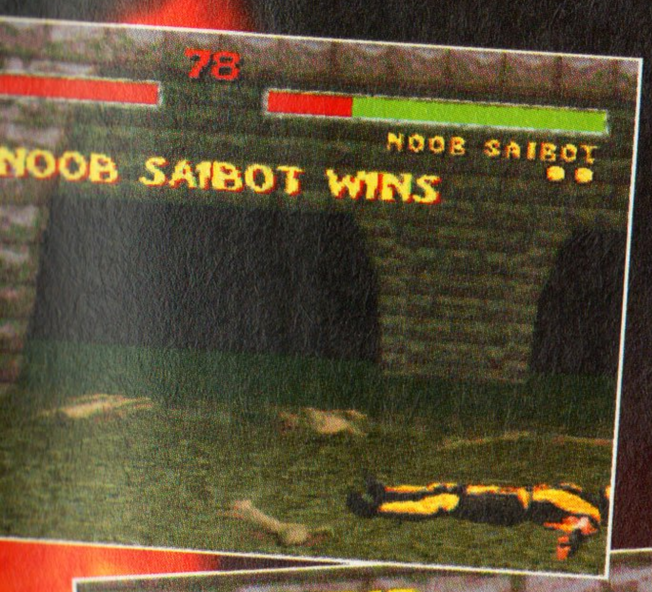
Mortal Moves - Shang Tsung

FATALITY 1: Steal the flesh from your foes and store it away in your top pocket with a prompt hold of the Block then push Up, Down, Up and Light Kick.

FATALITY 2: Get under your mates skin literally! Holding Heavy Kick for three seconds then sit back and watch the innards fly!

FRIENDSHIP: Zippy and Bungle would have been very proud had they not been tortured to death by Shao Khan. Push Back, Back, Down, Towards and Heavy Kick for George's sake!

BABALITY: Baby bliss by moving the D-pad Down, Forward, Back and Heavy Kick.



Mortal Cheats - Straight to Kintaro

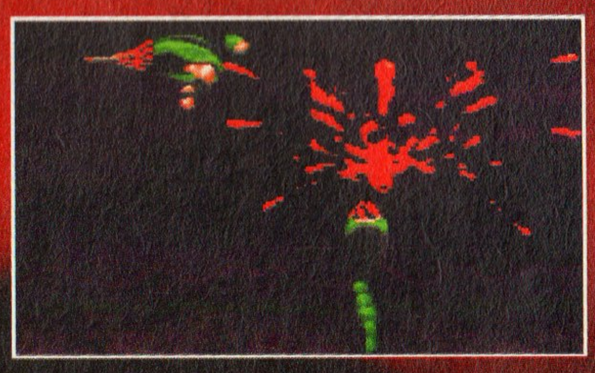
If you're having trouble reaching the boss characters then I can't see why you would want to meet Kintaro but NMS has a cheat that will take you straight to him. On the Character select screen quickly press Up, Down, Down, Right, Right and Select and the familiar swishing sound will be heard. Pick your best fighter and prepare yourself because here comes Kintaro!

Hidden Kombatant - Noob Saibot

PLAY TO NOOB: You'll need to win 50 fights in a row if you expect to challenge the legendary Dark Ninja.

Mortal Cheats

CHEAT TO NOOB: If playing 50 matches seems to time consuming then thank your lucky stars that NMS has a dandy code for instant Noob access. On the character select screen quickly press Left, Up, Down, Down, Right and Select and then choose your best fighter because Noob is the hardest man ever!



Mortal Cheats - Straight to Kahn

Don't waste your energy against a load of weak, pathetic fools. Go straight to the top of the Tournament with this top secret code. On the Character select screen quickly press Right, Up, Up, Right, Left, Select and kiss your ass goodbye...

Mortal Moves - Reptile

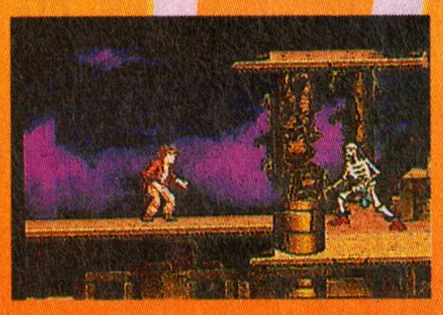
FATALITY 1: Lick your opponent to death with a speedy Back, Back, Down, Heavy Punch delivery. Look at the picture to see the correct distance in which to perform this fatality.

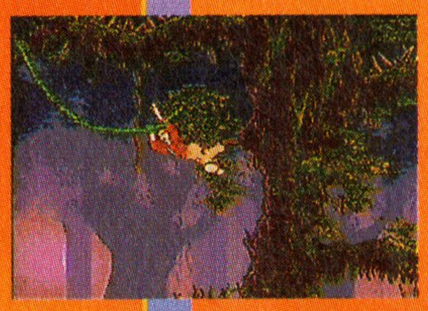
FATALITY 2: Now you see him, now you don't. Now your'e in one piece, now you aren't! Turn invisible then get close and push Towards, Towards, Down and Heavy Kick

FRIENDSHIP: Cash in on the Mortal Hype with these soft fully-posable toys. Back, Back, Down and Light Kick.

BABALITY: Hey, I've just come up with a smart new move. How about a Codality! Try Down ,Back, Back, and Light Kick instead.

NOT EVERY





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NHS SMALL TIPS

OK! OK! Alright already etc... So we've been a bit slack on the Small Tips front of late. Well we've simply had so much other cool stuff to put in instead - like our thouroughly EXCLUSIVE review of the 100% complete Donkey Kong Country. And this month is no different - turn to page 94 and our brilliant first look at the potential arcade smash of the decade - Killer Instinct if you want proof. So here is a bit of a cut-down version of the small tips just to keep the moaners happy, and because it's Christmas and we're feeling charitable and all that. We'll return to our full size next month when we'll be revealing some of the ace top-secret bits in Donkey Kong Country and be ripping the lid off the best RPGs. And lastly, for the Million people who sent in the MKII cheat - WE ALREADY KNOW IT!! Don't forget to send your tips off to DEFINITELY NOT A MKII TIP, HONEST GUV, NHS, NMS, 30-32 Farringdon Lane, London EC1R 3AU.

PLAY AS AMAKUSA
SAMURAI SHODOWN
SUPER NES ★ ★ ★ ☆ ☆

SAMURAI SHODOWN

Samurai Shodown is yet another quality fighting game for you to cheer about. What makes it even more topper is this quality cheat that will allow players to control Amakusa in two-player battles!

First you must wait until the Takara logo appears then press A, Y, X and B buttons. If you've done it correctly you will hear Amakusa whoop. Next you must select V.S. Play and when you and your pal choose a character make sure you hold down the L and R buttons and then start. Hours of Amakusa frolics are now yours to enjoy along with a tasty selection of his special moves presented on this very page.

Put an end to Amakusa-free misery with the aid of NMS tips. NMS, not just there for the nasty things in life - like a bloody nose, or a cracked rib.

Black Round Thing!

Press X, Y, B and A buttons simultaenously

Round Fire Thingy!

Leap off the side of the screen then press Down and X button

Ghostly Flame Thing!

D, D-B, B and either X or A button

See-Through Thing!

D, D-F, F and either X or A button

SKIP LEVELS
WILD GUNS
SUPER NES ★ ★ ☆ ☆ ☆

Wild Guns is a very enjoyable game but unfortunately it is also very short. For those sad gamers who are having difficulty then here is a little cheat to save the day. On the character select screen hold down on the D-Pad and Select then press A button four times , B button four times then press A, B, A, B, A, B, A, B. Do this correctly and after you choose your character you will skip the first level and go straight to the four selectable stages. Do the code again to play the Last Duel!

PLAY AS GOKU AND BRAWLEY
DRAGON BALL Z2
SUPER NES ★ ★ ☆ ☆ ☆

Kok Wei Cheung is here with a soothing balm to cool you DBZ fans' fevered brows. What a nice man. His first tip enables you to play as Goku and Brawley, and is performed by pressing UP, X, DOWN, B,L,Y,R and A on controller one when you see someone flying to a city in the sky (?). A voice tells you if you've performed this cheat correctly. Double speed is attained by holding L and R on controller two when starting the game, whilst pressing DOWN on pad one before a fight allows you to play as Radar man.

LEVEL SELECT
BATMAN
GAME BOY ★ ☆ ☆ ☆ ☆

It's one ov dose cheats where yoov got to finish du game foist, but it's still a cheat so shadap! Yes, complete this game then press START whilst hiolding SELECT on the title screen and lo! A level select appears like magic. Almost. Thanks to Gerard Dolan for dat.

LIVEN YOURSELF UP
WARION LAND
GAME BOY ★ ★ ☆ ☆ ☆

It's that gerard bloke again and he reckons that pausing and pressing SELECT 16 times brings up a box whereby the player can twartle around with the number of lives, hearts and coins and stuff. Worth two stars of anyone's money that.

BUCKETS OF MONEY
WARION LAND
GAME BOY ★ ★ ☆ ☆ ☆

Tom Tadier reckons that when it comes to selecting a bucket in the bonus round you should guide Wario straight to the midle bucket and press A rapidly for 8 seconds making sure wario only looks right. If this cheat is performed successfully the right-hand bucket will always contain cash-money, dollar bill, long green etc... Cool.

A CHEAT WITH A BELT
PUNCH OUT
NES ★ ★ ☆ ☆ ☆

Is James Harrisskitt the last man on earth playing the NES, we hope not. Anyway he has these tips for the creaky but still quite cool Punch Out. To play the Minor belt use the code
005 737 5423

But if the Major Belt is your style, try:
777 807 3454

LEVEL CODES
BOULDERDASH
NES ★ ★ ☆ ☆ ☆

More cheats from the last NES Warrior, James Harrisskitt. Those having difficulty with the ace Boulderdash may find hope in these level codes, and they are...
635870 ICE WORLD
840467 OCEAN WORLD
752053 VOLCANO WORLD
840137 SAND WORLD

REVIEW

CART SPEC

- **BY:** SONY/OCEAN
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** RACING
- **CART SIZE:** 4 MEG

GAME FEATURES

- **NO. OF PLAYERS:** 1/4
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Earn lives
- **OPTIONS:** Challenge or tour-

GAME INFO

- **GAME ORIGIN:** Based on da likkle toy motor vehicules
- **GAME DIFFICULTY:** Moderate
- **SCORE TO BEAT:** Tenth race
- **ALTERNATIVES:** Rock and Roll racing, Mario Kart, Street Racer

GAME CONTROL

- **CONTROLLER:** Joypad

X — Nothing

A — Nothing

Accelerate

Y — Reverse/fire cannon

L/R — L: Nothing
R: Nothing

S — Start: Pause game
Select: Nothing

GAME CREDITS

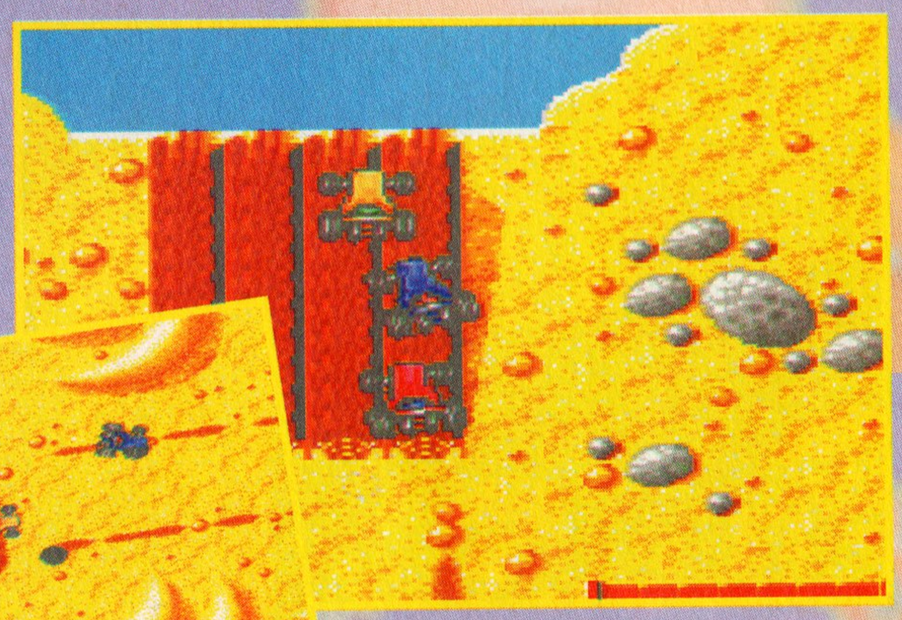
- **DEVELOPED BY:** MERIT
- **DISTRIBUTED BY:** SONY
- **MADE IN:** BLIGHTY
- **ARTWORK:** © 1994 OCEAN

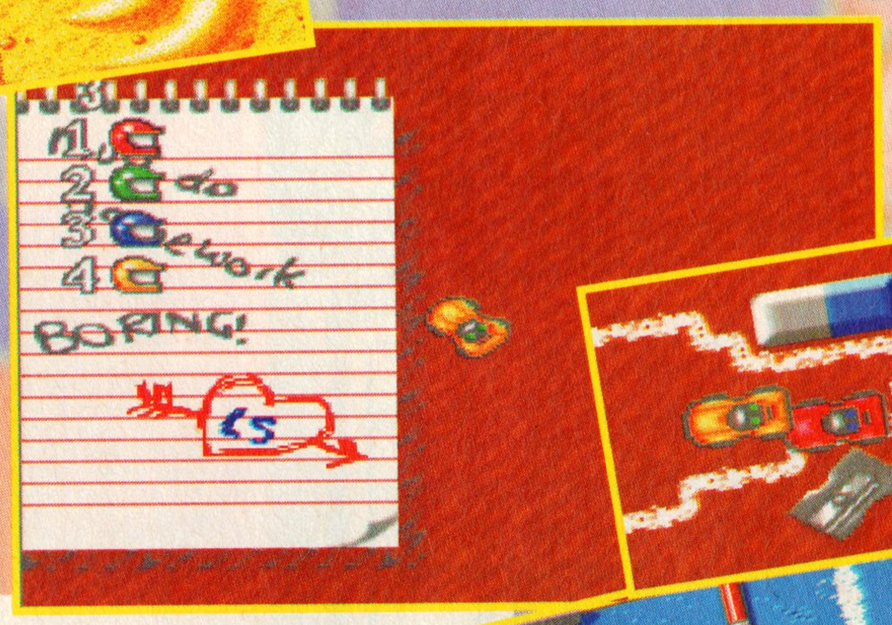
COMMENT

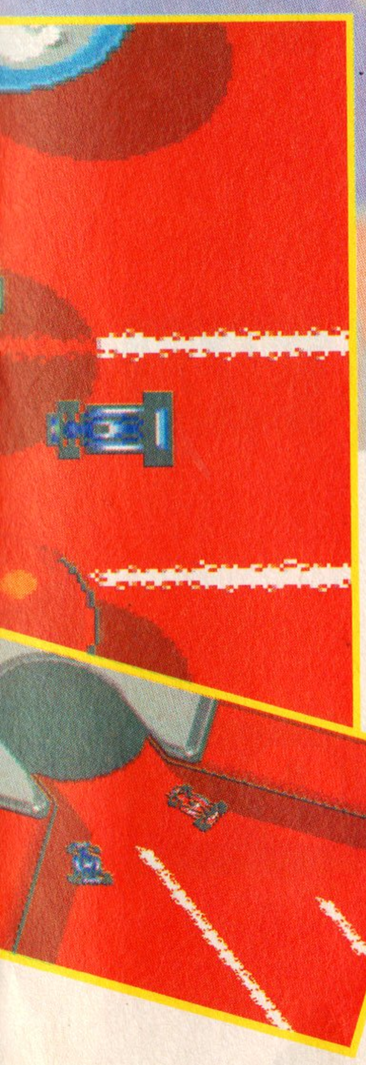
PAUL

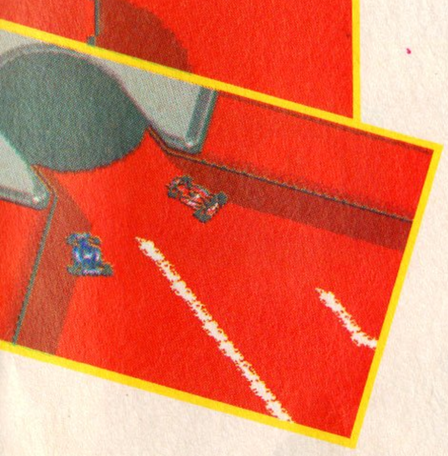
There's no use pondering the sparse presentation of Micro Machines, just do what everyone has been doing on the NES for years and play it! One thing NES owners have never had though is a four-player option and this really lifts the 16 Bit version to unimaginable heights. You can tell this game is great because you can feel your brain working overtime to keep up with the speed of the races, especially the extra-tough Formula One Pro circuit. Also, for any-one who's unfamiliar with the game, hold tight for the hilarious Battle Tanks where it's tough to move even an inch without being trashed by another play-er. There are so many elements that go to make this game such a hit, it's best you go and discover them for yourself. Buy Micro Machines - it's brill!

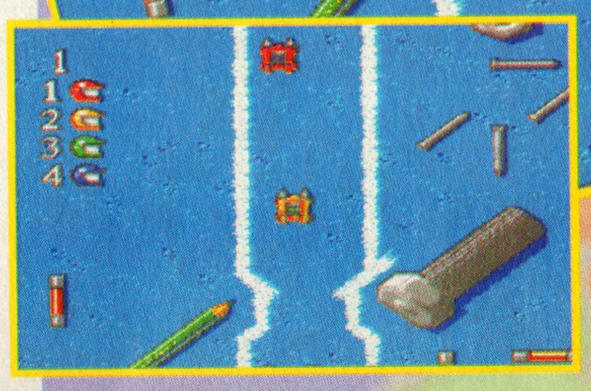
Micro Machines

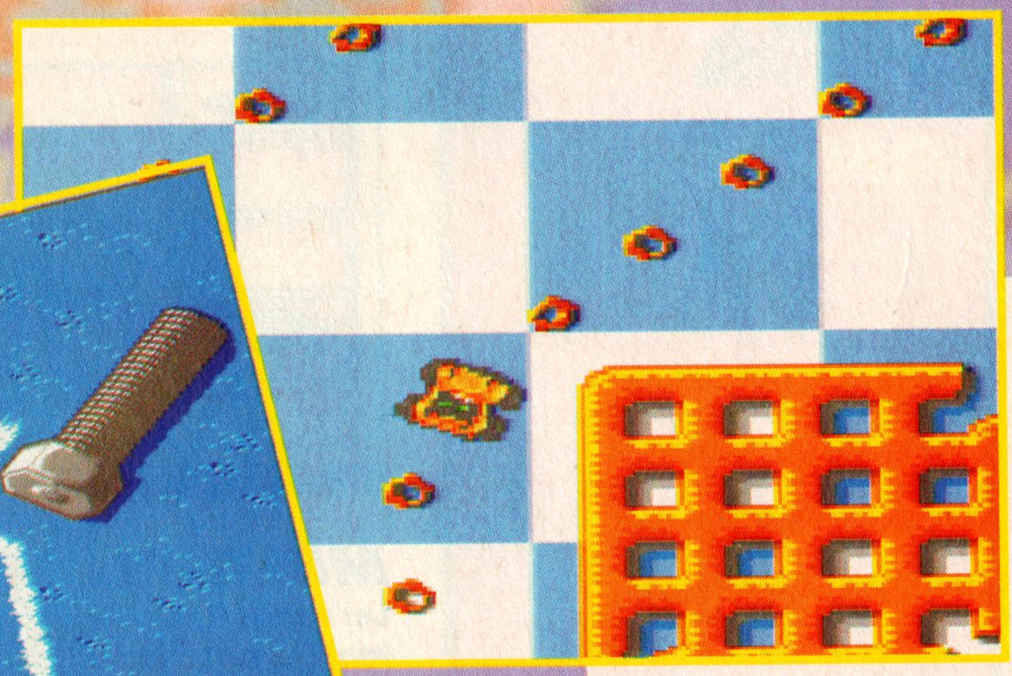












BIG TRAX BONUS BONANZA

Players start each game with three lives - and for the first few races you might think this is rather generous. Dear me no! It all start to get a bit tricky from about race six onwards - the other drivers start to get wise and the courses a lot more unforgiving, making three lives seem like you've drawn the soggy end of a very short straw indeed. Hey, but redemption is only available to the coolest drivers in the form of the bonus Big Trax game. This mini game puts the player in control of one of those monster truck efforts with the task of guiding it around a hazard-ridden back garden course within a punishing time limit. The reward: One precious life. And if you manage to complete this murderous track in time, you've well and truly earned it!

COMMENT

Average graphics, some very dodgy collision detection, awful sound effects and music that makes your Uncle Burt's Bontempi extemporisings sound like Liberace. So why is Micro Machines is one of the best games around? Playability is the answer, and Micro Machines has a ton of it. One player games represent a decent enough challenge with plenty of bizarre courses, hazardous obstacles and increasingly tough challengers. But the game really comes into its own with two or more players when each round becomes a desperate and often hilarious fight for supremacy. Tank rounds are especially ace. In short, FUN is definitely this game's middle name and should form a part of any Super NES owner's collection. Seek out and purchase.

ANDY

MULTI-PLAY MERRIMENT

Let's face it, playing Micro Machining is not best approached as a solitary pursuit. That's not to say it's no good in single-player mode, rather it's the most fun when you've got at least one other player to race against. Then the game takes on a whole new format where the object is not solely to be the first past the flag, but the first to reach the edge of the screen. Players' progress is charted via a bar that lights up further the more wins a character notches up. In three and four-player modes this takes on a bizarre micro-league kind of format that's much too confusing to explain here. Needless to say it's an even bigger grin, and all without splitting the screen into four too - cool!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 82

▲Not the most lavishly-detailed I've ever seen, in fact they're pretty darned basic, but hey! They're colourful!

SOUND — 75

▲Engine noises that make your mum's hairdryer sound good and feeble tunes to accompany - but who cares!

PLAYABILITY — 91

▲ Absolutely fabulous! All vehicles have the own quirks that adds great depth, with ace courses to match.

LASTABILITY — 90

▲Once you've completed it in one-player - which is a task in itself - you'll return to it again and again for more multi-player laffs.

OVERALL — 91

Not the best-looking or sounding game around but certainly one of the most fun. We can't get enough of this game - buy several copies of it!

THE ORIGINAL

MicroMachines

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SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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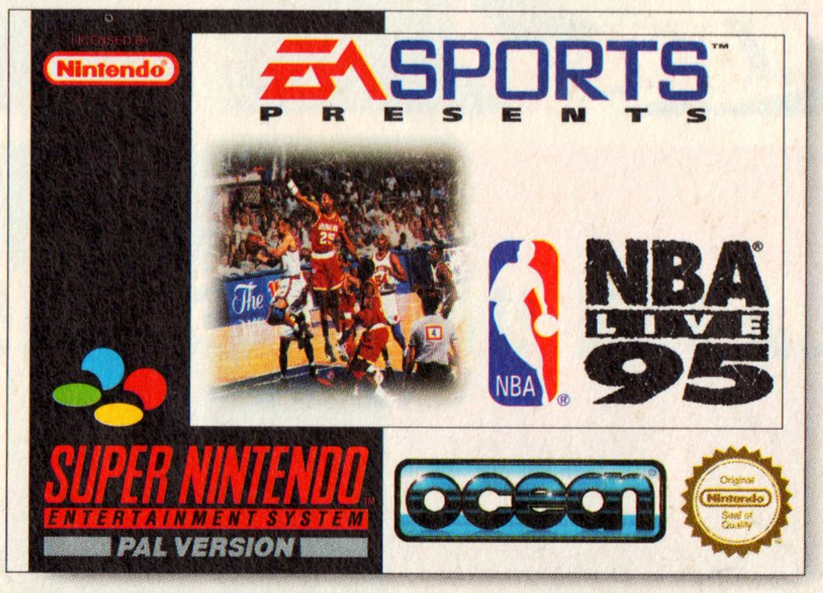

92%

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NMS, October '94

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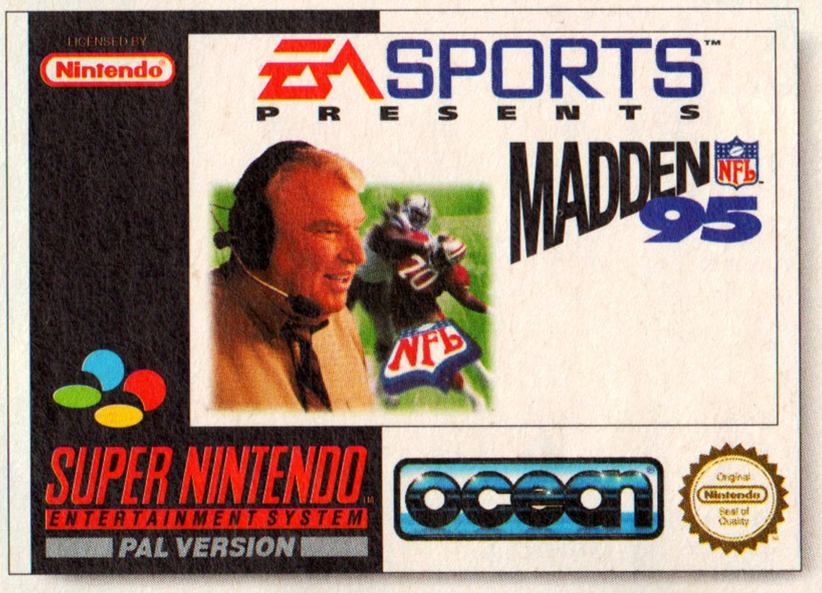

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: DISNEY SOFTWARE
- PRICE: £49.99
- RELEASE: DECEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 24 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: 3
- OPTIONS: Difficulty & sound

GAME INFO

- GAME ORIGIN: The video-game interpretation of Disney's The Lion King
- GAME DIFFICULTY: Moderate
- SCORE TO BEAT: Reach 'Watch Out'
- ALTERNATIVES: Jungle Book, Aladdin, Mickey Mania

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Okay

X — Throw (Adult)

A — Roar

B — Jump

Y — Slash (Adult)

L/R — L: Nothing, R: Nothing

S — Start: Paws, Select: Nothing

GAME CREDITS

- DEVELOPED BY: WESTWOOD
- DISTRIBUTED BY: VIRGIN
- MADE IN: USA
- ARTWORK: © 1994 DISNEY

LIO

Disney's The Lion King is destined to become the year's cinematic success story, just as its young hero Simba is destined to become King. Now Virgin and Disney Software have their video-game interpretation ready it's time for NMS to decide its fate.

Just in case you haven't the first clue of what The Lion King is about, here's the gist. Simba is Mufasa the Lion King's firstborn son and, as such, immediately becomes the next in line for his father's throne on Pride Rock. One day everything the light touches will be his. It is a proud occasion.

Watching, miserable, in the shadows is Scar - Mufasa's brother. Always desperate for recognition, the second-in-line is now relegated to third. He's not a happy cat. Scar decides to scratch this miserable itch once and for all with the aid of his partners in crime, a gang of cruel hyenas. Together they plot to destroy Mufasa and lay the blame on Simba, so disgracing the young cub, with the aim of banishing any rightful Lion King for good.

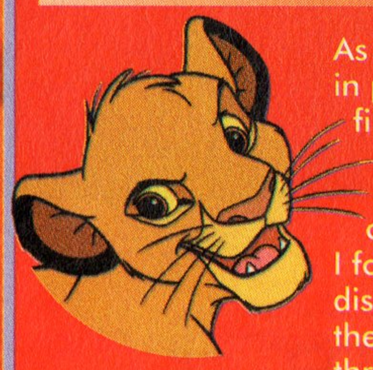
The revelations which follow are best left for you to discover yourself by seeing the film. However it's something else when players are handed control over Simba's destiny, and this is the case with Disney's The Lion King game.

ROAR MATERIAL

The quality of animation in The Lion King makes young Simba as endearing as he is in the film. The way his legs scurry as he clambers over ledges is great, when he roars the hairs on the back of his neck stand on end and to see him roly-poly down slopes is cool too. None of this is just for effect however. Simba's roar, even at this early stage, is so powerful it stuns some of the smaller jungle animals, and is especially useful in startling those pesky Porcupines, exploding the bombastic blue beetles and giving the pink monkeys a nasty start. Keep An eye on Simba's roar meter, however, as a good lung-sized belt completely empties it rendering subsequent roars about as frightening as a kitten's mew. It is advisable then to wait for the meter to refill before trying to bully any other defenseless critters.

(ABOVE) *Swing, Simba! Swing your furry little lion pants like the wind, young cub.*

COMMENT



As a fan of all things Disney and, in particular, the blockbusting film upon which this game is loosely based I was very much looking forward to getting my claws into The Lion King. What I found though left me slightly disappointed. Make no mistake, the game looks amazing throughout with the brilliant stampede section being particularly impressive. The film's music is nicely renditioned too and there are some really crisp speech samples bunged in for good measure. However the concepts of gameplay and fairness seem to have been somewhat neglected. It's tough from very early on, but more as a result of missing (or seeming to fall through) a platform or failing to grab a ledge. Hmmm. Also, in the later levels, there's almost too much to contend with, what with foes always getting the first hit in and deadly drips of lava or falling rocks sapping away Simba's precious energy. Things to make you go Grrrr! All in all joy to behold but still a pretender to the throne in my jungle book.

PAUL

THE N KING

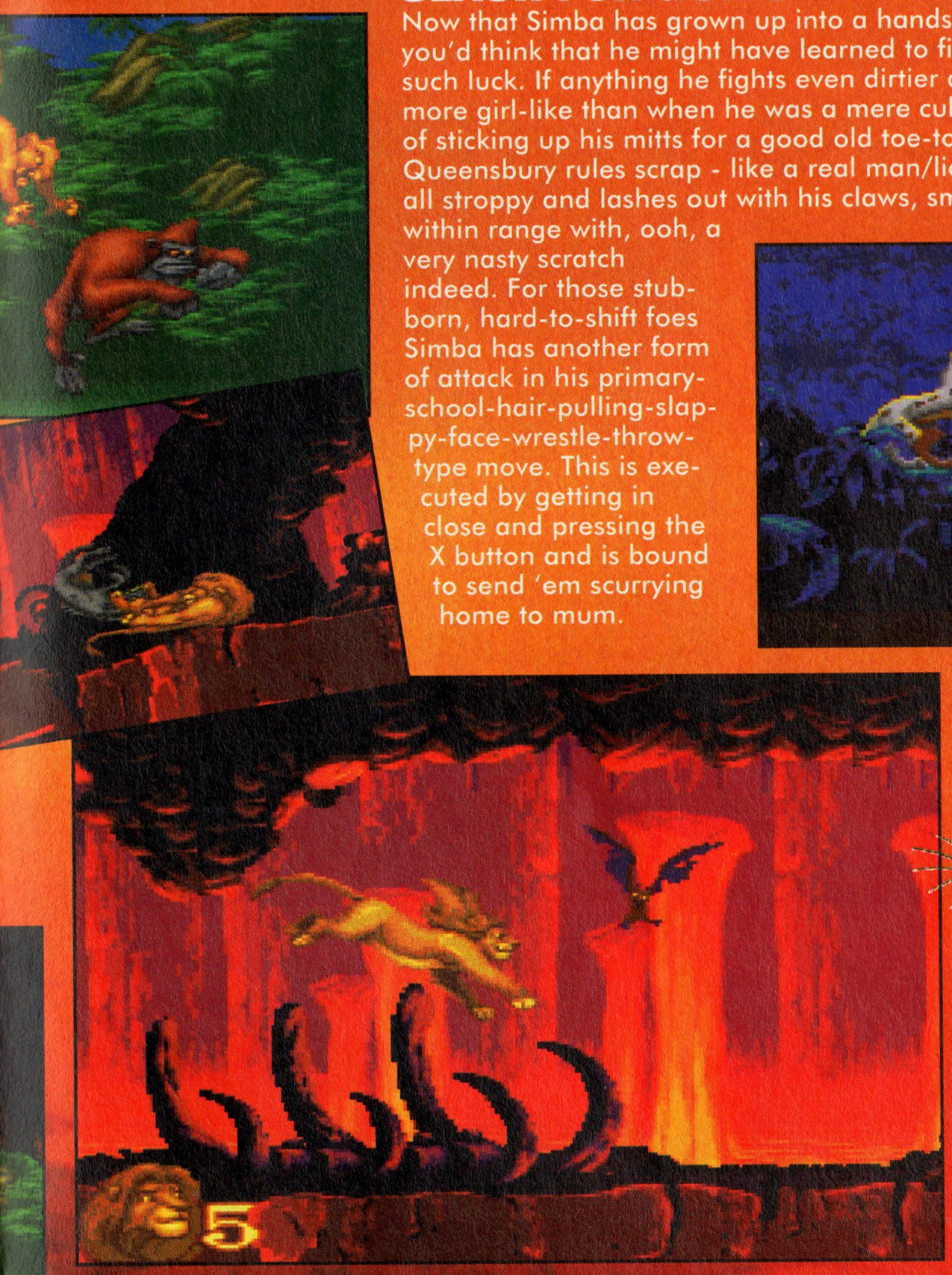
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

SLASH FOR GUMS 'N' NOSES

Now that Simba has grown up into a handsome young lion you'd think that he might have learned to fight fair. No such luck. If anything he fights even dirtier and, dare I add, more girl-like than when he was a mere cubling. So instead of sticking up his mitts for a good old toe-to-toe Queensbury rules scrap - like a real man/lion. Simba gets all stroppy and lashes out with his claws, smiting those within range with, ooh, a very nasty scratch indeed. For those stubborn, hard-to-shift foes Simba has another form of attack in his primary-school-hair-pulling-slappy-face-wrestle-throw-type move. This is executed by getting in close and pressing the X button and is bound to send 'em scurrying home to mum.

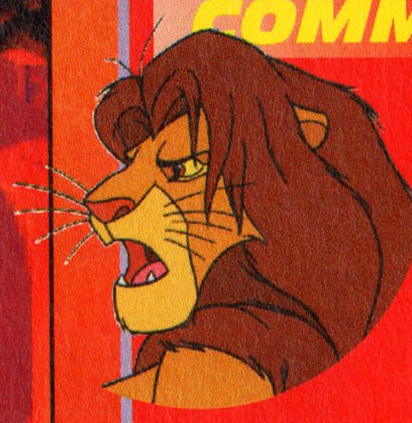
(BELOW) Ooh, you cow, I'll scratch your eyes out etc...



BUG ON OUT

The levels in The Lion king are littered with bugs and beetles of all shapes and sizes for the cub-king to collect. Some of these refill Simba's roar meter, some his life meter and others are just there for the fun of it. Collect enough of these little critters, though, and you enter one of the bug-collecting games at the end of the level. These games invariably involve one or both of Simba's companions, Timon the meerkat and his warthog mate, Pumbaa. The idea in these mini games is to collect as many bugs as possible within a fairly generous time limit. And in this game bugs make prizes - collect enough of 'em and watch those much-needed one-ups roll in. Be aware of the nasty redback spiders though, one touch from these and it's an early mud bath for your rain forest rangers.

COMMENT



Dedication's what you need to survive in this game, and how! Guiding Simba safely through the levels is a matter of great precision and even greater patience. The problem lies mainly in the gameplay that allows no quarter for the inaccurate or the forgetful - pixel-perfect precision is required on more occasions than sometimes seems fair, but, once you've conquered that all that's needed to re-negotiate the levels with miraculous ease is a good memory as the levels aren't that long and the same stuff happens each time. But that's platform games for you and, to its credit, the game looks and sounds great, and there's something nice about controlling a little cartoon Lion. Also none of us have finished the game yet and I keep coming back for more. Not a platform giant like DKC, Mario or Jim but one that'll keep you busy for a while and that's bound to appeal to Disney nuts everywhere.

ANDY

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 90

▲ The graphics are well-drawn and coloured with great backgrounds. The animation is absolutely brilliant throughout. Just like having the movie on a cart. Almost.

SOUND — 91

▲ If you loved the movie tunes as Paul did, you'll want to sing along. Like paul did.

▼ However if you found them unbearably jolly your teeth will be grating as soon as the game starts.

PLAYABILITY — 87

▲ Simba is very responsive for a cartoon lion and fun to control.

▼ Sometimes the gameplay is unforgiving. Certain bits seem to get the better of you every time.

LASTABILITY — 88

▲ It's big and most incredibly hard in places. Well worth a bit of perseverance though.

▼ Toughness might cause some to wimp out.

OVERALL — 88

Brilliant graphics, great sound but not quite a classic. An enjoyable platformer nonetheless that's more suited to the patience-of-a-saint game nuts out there.

REVIEW

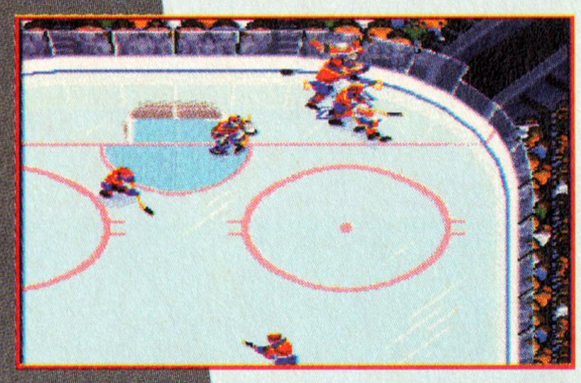
SUPER NINTENDO ENTERTAINMENT SYSTEM

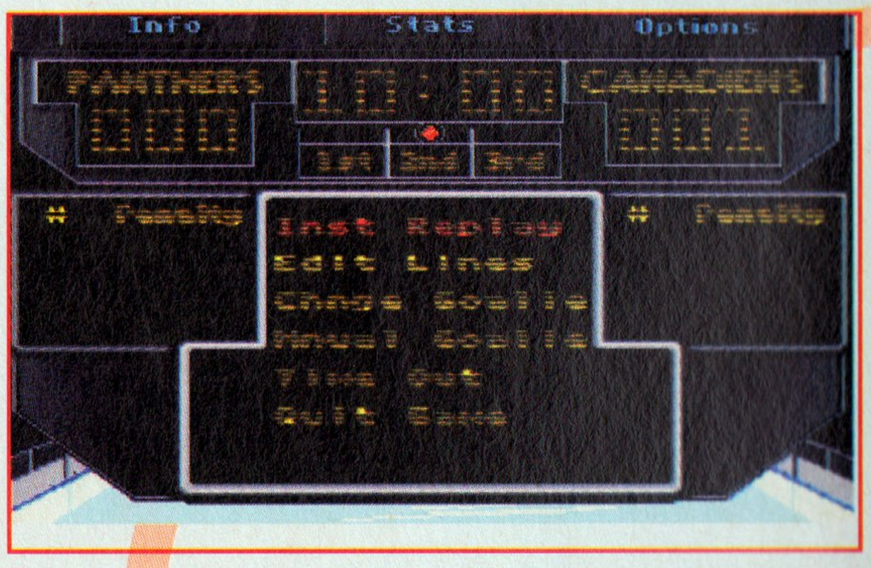
NHL '95

As winter lurks on the meteorological horizon, the days are getting colder. So why not do as the North Americans do, wrap up in your winter woollies and sit round an ice rink watching grown men hit each other, a lot. That's right hockey fans, the new season has kicked off on the other side of the Atlantic to the joy of many an puck-starved American and Canadian.

EA's latest version of the NHL series brings all of the stats, facts, and faces bang up-to-date for the '95 season. But those are not the only things that have been given a facelift, as the graphics have been enhanced and a whole new player creation option has been included.

(RIGHT) Body checking is all part of the fun of the fair. Which loosely translates as inflicting as much agony and pain as possible on the other team!





RATINGS

- BY: EA
- PRICE: TBA
- RELEASE: NOVEMBER
- GAME TYPE: SPORTS SIM
- CART SIZE: 8 MEG

GRAPHICS — 83

◆ Very smooth and fast sprite movement, but a bit bland.

SOUND — 82

◆ Ace puck ricochets and good player grunts, but no more of that dire organ music, please!

PLAYABILITY — 86

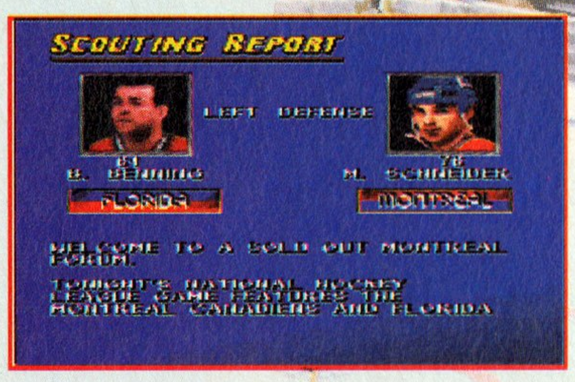
◆ Slightly more playable than the previous version.

LASTABILITY — 85

◆ The multi-player is as great as ever, the one player also putting up a challenge.

OVERALL — 85

An improvement over last year's offering, but not really worth the moolah to upgrade.

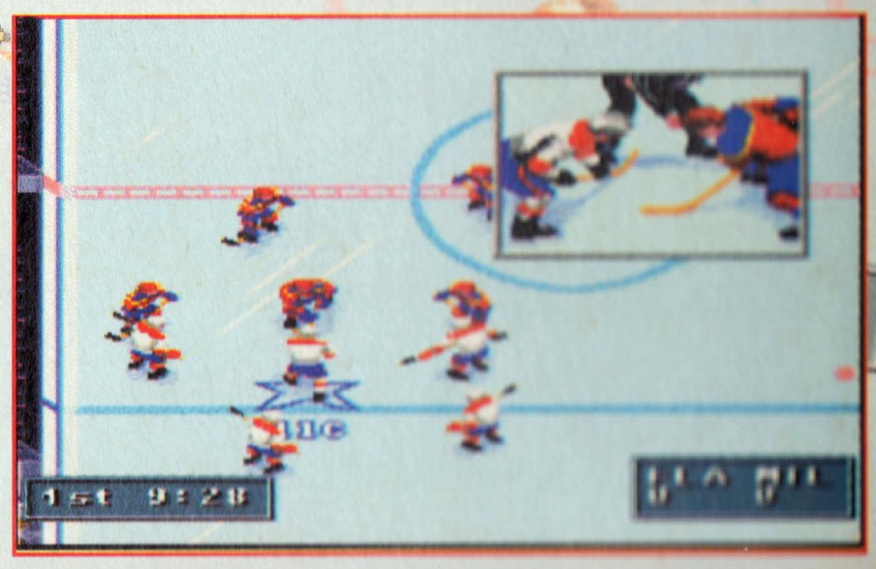


COMMENT

There's no denying this is an improvement on the previous version. The graphics are more clearly defined, the animation smoother, and the options more varied. But isn't it about time we put an end to this wallet-battering case of sequelitis. If you haven't got any of the previous versions, then this is a quality title worthy of investment. But if you have, it's not really worth forking out.

DIY WAYNE GRETZKY

With an arm here and a leg there, you too can put together your own player. In practise each player has eight primary functions that all start at a rating of 40. Depending on the player's position and the emphasis you want to place on certain functions, 325 points are for the taking to boost the functions and increase the rating of your own creation. Not a bad bit of surgery for a joypad and some sticky tape.



REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

MADDEN 95

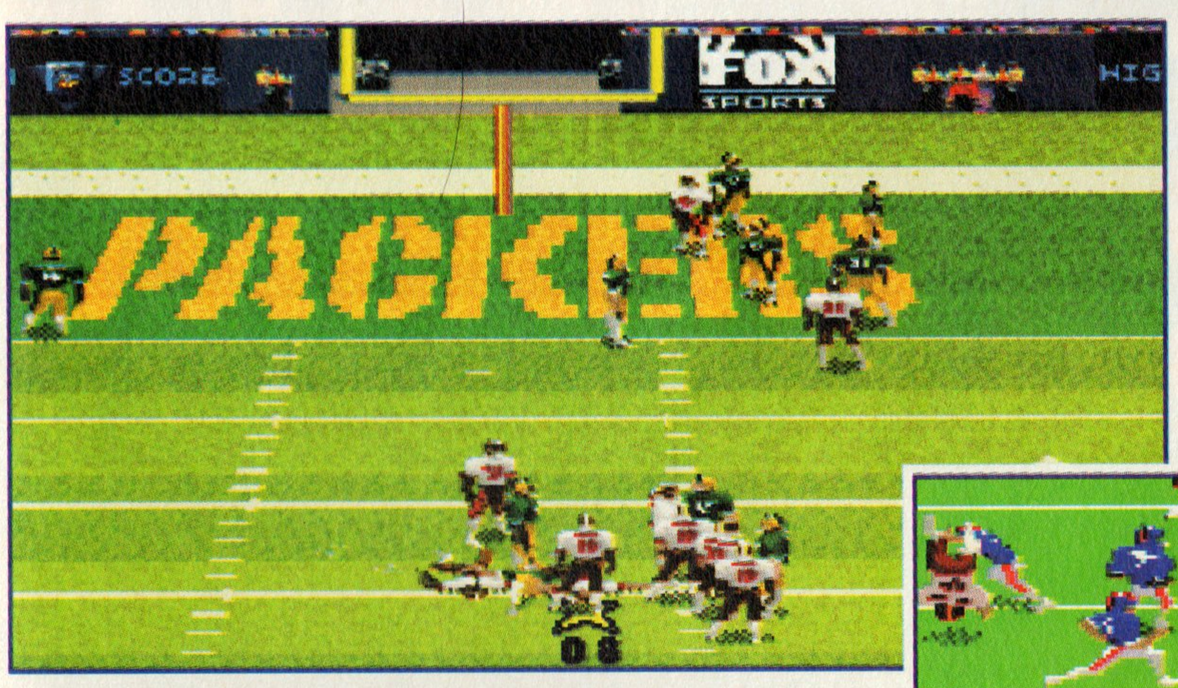
It's time to load up on hot-dogs, chips, and mom's apple pie, as we prepare to go Stateside and enter the ultra-mega dome for the sport of big men in body armour. Uh-huh, you got it, American football, the sport of a nation. And the irrepressible John Madden is back for more odd-shaped ball action in his latest outing courtesy of EA.

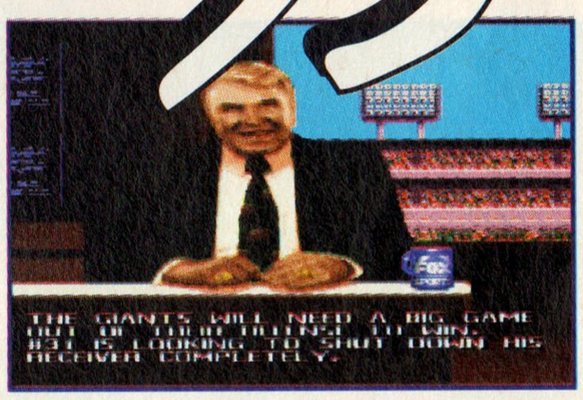
The teams have been updated; the stats reconfigured; and even Madden's commentary has been given a fresh lick of paint. This not to mention the renovation job on the graphics, as all the player sprites have been re-animated and the game now has the new inclusion of a whole new system of camera angles for specific events.

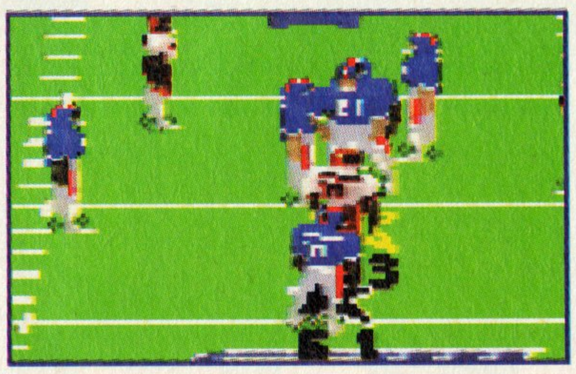
(RIGHT)*The conversion is good! Or is the Ref just demonstrating his under arm confidence?*

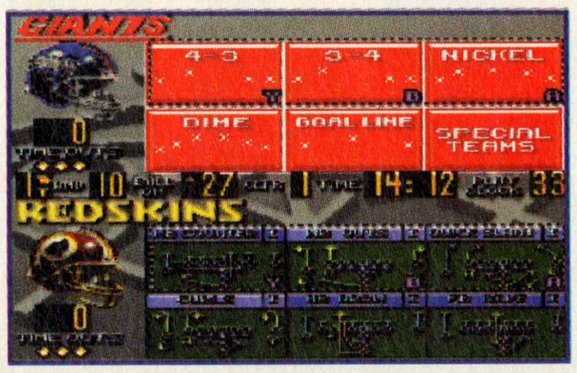
COMMENT

It's good to see the Madden series get better and better. But to be quite honest, aside from the inclusion of the current teams and a couple more options, this is purely an exercise in tweaking. And I can't help but wonder why a similar effect couldn't have been achieved last year, if not years before. If you are a complete American football nut and a fan of Madden, then this will undoubtedly be on your Christmas list. Alternatively if you don't own a copy of a Madden cart, this is a must buy. However if you don't fit into either category, I would save your quids for something more original.





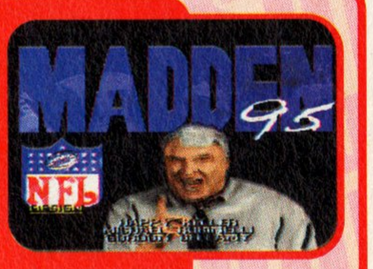




25, 19, 168, HUP, HUP!

Unlike the 'all-time greatest teams' of Madden '94, the updated version contains the current teams for the '95 season. All the teams from the NFL are included plus Madden's very own blend of superstars. The play options are as you'd expect, ranging from exhibition, through a whole new season, new play offs, and finally the sudden death. Before the coin toss, you can also check the power play of one team against another and iron out any unfair advantage.

RATINGS



- BY: EA
- PRICE: £49.99
- RELEASE: DECEMBER
- GAME TYPE: SPORTS SIM
- CART SIZE: 8 MEG

GRAPHICS — 83

◆ A thorough upgrade from last year's version and nicer Maddenisms.

SOUND — 79

◆ The usual selection of grunts and knocks, but missing Madden speech.

PLAYABILITY — 85

◆Slightly smoother and speedier than before, but only very slightly.

LASTABILITY — 89

◆Identical to Madden '94.

OVERALL — 85

Basically Madden '94 with nicer graphics and a few add-ons, only worth buying if you don't own any other Madden.

GAME BOY

TAZ MANIA

Tuz, tuz, tuz, taz-a-tazmania, taz-a-tazmania, taz-a-tazmania. He means you! Bluurhuupp! No more bit-parts for the furry whirlwind, no more playing the straight man opposite the buck-toothed genius of Bugs Bunny, Taz has hit the big time in his own series. And with this change of role, has come a change of heart and a marked change in attitude. Taz actually wants to help people out!

So it was only fair, owing to so much good behaviour, that the boy be allowed out on this, his first Game Boy venture. Set over his favourite animated antics, and co-starring cartoon chums, the platform levels are strewn with life-threatening flora and fauna, mean enough to set Taz into a spin.

(ABOVE) *"It's going to be one of those days," thinks Taz in a moment of copacetic fever.*

IN A SPIN

More a test of skill and reflexes than bashing baddies, the bonus levels are the ideal opportunity to stock up on power-ups before the next onslaught of platform mayhem. But it's not all easy going as they present their own challenges – hurdling road blocks for example – and have to be completed in the same time challenge to continue.

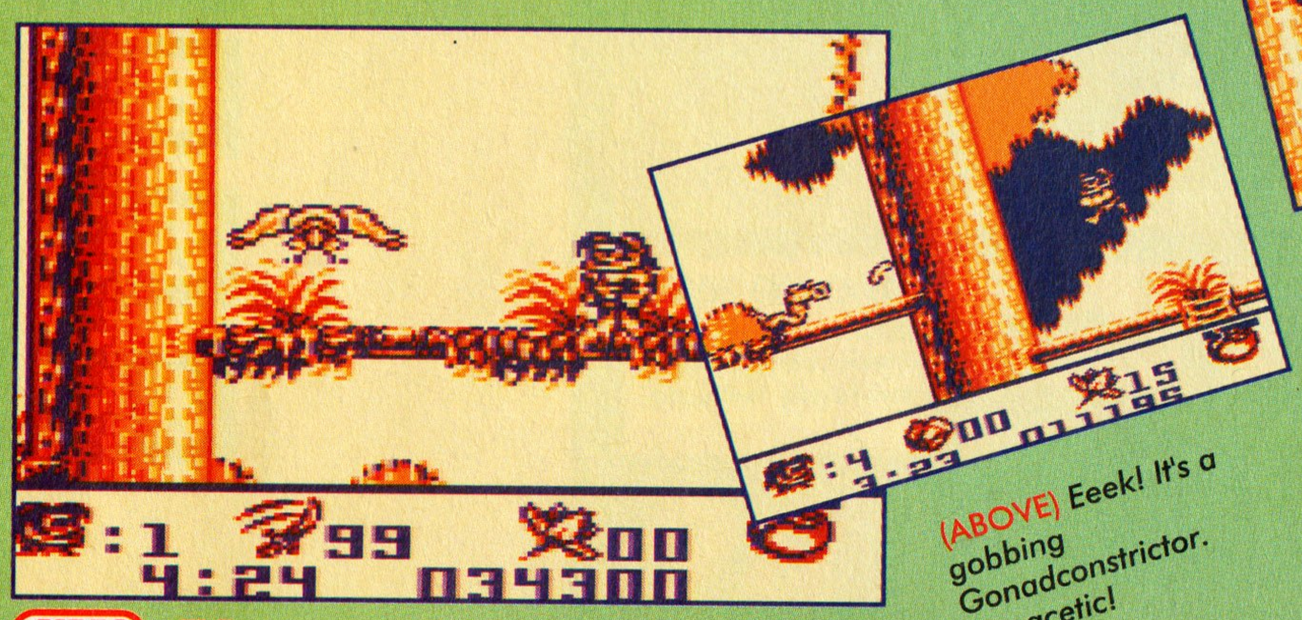
REVIEW

GAME BOY

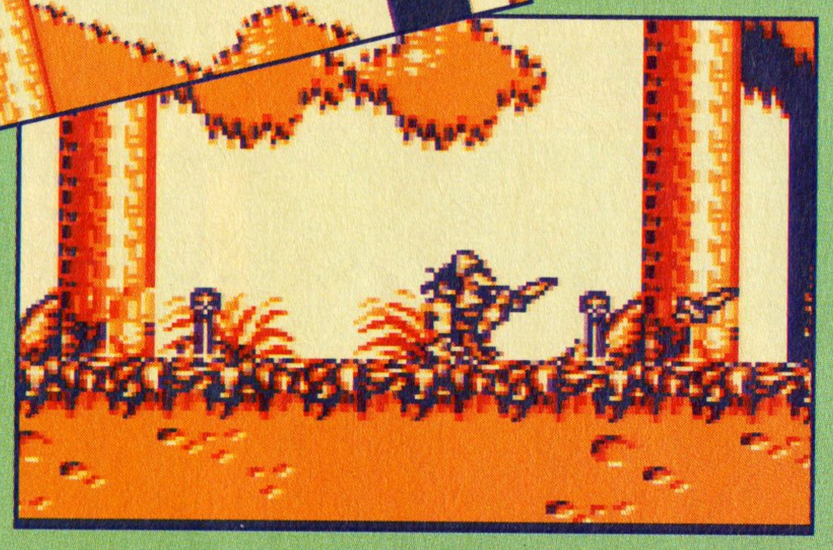
TARZAN

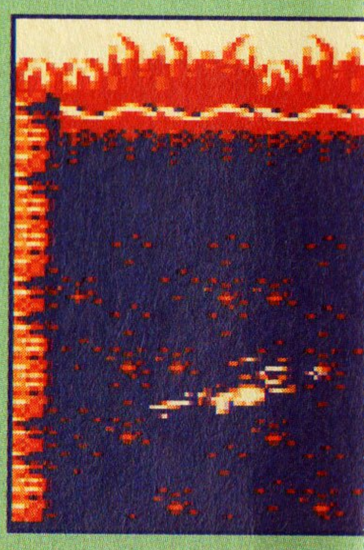
Aaaaar-yee-yar-yee-yar-yee-yar! Tarzan has certainly done the rounds over the years. Good ol Johnny Weismuller swung the silver screen in the black and white days with the help of Cheetah and co; the king of the apes warped into seventies animation in the visually limp Saturday morning cartoon; and now he's grabbed a vine and bellowed his way onto a monochrome near you.

Setting up shop as an all round good guy, Tarzie is out to help the animals of the jungle in their struggle against the intrusion of man and his civilised ways. The action follows a series of missions the king of the swingers must complete ranging from collecting medicine to finding lost treasure.



(ABOVE) Eeek! It's a gobbing Gonadconstrictor. Copacetic!





(LEFT) *Taz zooms ahead of the rest of field in the 200 metres copacetic road dash. Nah!*

TAZMANIAN DELIGHTS

It's a tough enough being a Tazmanian devil without all the hassles of nasties and time limits in the platforming environment. Taz is gonna need some help just to get through. And luckily enough some indispensable icons have been carelessly left to help him out. Aside from the norm – your heart replacements and bonus points gems – extra whirlwind power and time bonus goodies are available for the taking.

(RIGHT) *Copacetic. What does it mean and why is Andy insisting we use it in all our captions?*

COMMENT

Lorksalordy this is a tough cookie to crack! The time limit is a killer, the jumps are literally pixel perfect, and the beasties are devilishly tricky.
Perseverance is the key, and the difficulty level has been superbly gauged to allow progress at the ideal pace. Visually, the sprites are good and solid – the boss characters deserving special mention – and include an outstanding mode 7-esque bonus section. This is the stuff of top platformers, and a stunning debut for the whirring splurting devil from the southern hemisphere.

RATINGS

- BY: SUNSOFT
- PRICE: £24.99
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 2 MEG

GRAPHICS 87

◆ Big and chunky and faithful to the animated series, but not very varied.

SOUND 83

◆ Happy go lucky jolly sounds

PLAYABILITY 83

◆ Nimble reflexes are essential, otherwise this can be a bit frustrating.

LASTABILITY 89

◆ Extremely tough, will keep you going for ages.

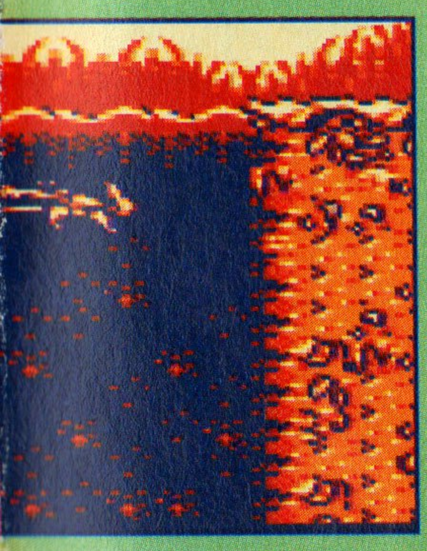
OVERALL 87

Great platforming action with some lovely tricks and ideas up its sleeves.

SWING OUT BROTHER

It's a jungle out there and Tarzan will have to watch his step if he doesn't want to end up as tiger chunks. To hand he has an infinite supply of hatchets to fends off harassment from snakes, creepy crawlies, and hunters. But also for the offing are some snazzy power weapons, the likes of pistols and spears to defend himself. Use them wisely though, as there's only a limited supply.

(BELOW) *The dreaded copacetic Crocodile endurance test. Look, I'm not using this word any more, okay!*



COMMENT

Yes Doctor I'm afraid it's another case of nice license, nice ideas, but duff graphics and insufficient playtesting. The graphics are extremely low quality, resembling something designed on an Etcha-Sketch. This is not to mention the appalling game action of hunting out objects scattered randomly and not allowing the player sufficient time to gather the objects without losing a life. Come on! Do yourself a favour and give this a miss.

MISSION DE-LOINING

A the start of every mission, Tarzan is given the low-down on what he is supposed to do. On the whole his tasks consist of scouring the forest floor and tree tops looking for lost items, but you'd better get your skates on 'cause the time on the clock is slowly ticking away.

RATINGS

- BY: GAMETEK
- PRICE: TBA
- RELEASE: OUT NOW
- GAME TYPE: PLATFORM
- CART SIZE: 1 MEG

GRAPHICS 59

◆ Very basic and lumpy with some dreadful sprite detection.

SOUND 58

◆ All plinkety plink and uninspiring.

PLAYABILITY 57

◆ Would be nicely playable if the time limit was reasonable.

LASTABILITY 60

◆ The unfeasible time limit will make this a tough one complete.

OVERALL 59

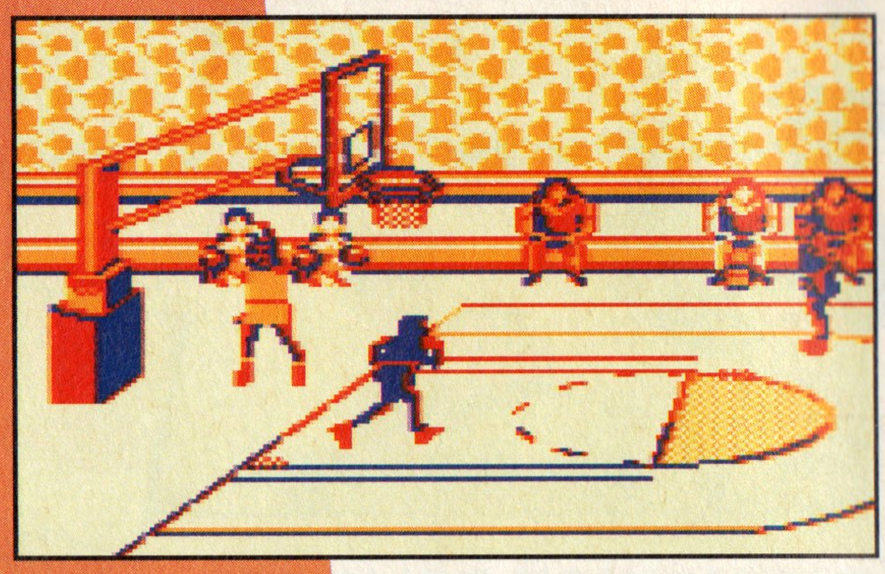
A bit of a slap-dash platformer with some nice ideas marred by dull graphics and a ridiculous time system.

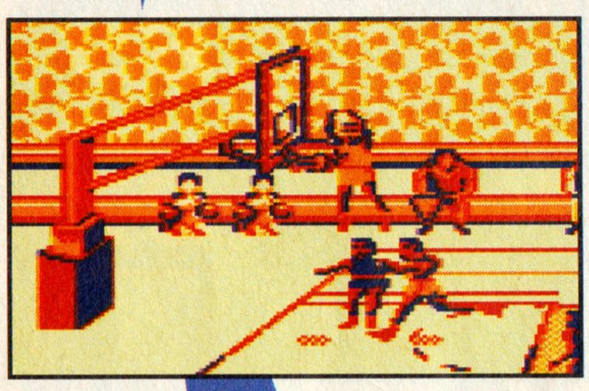
REVIEW GAME BOY

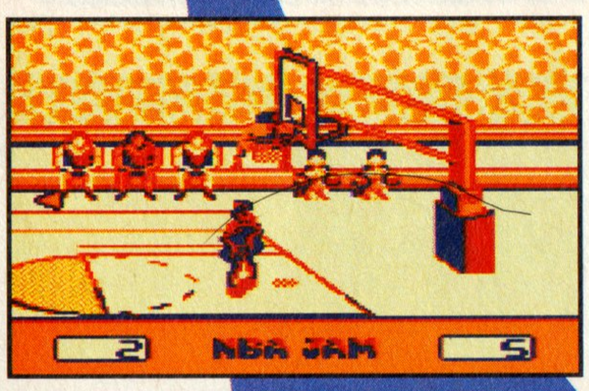
NBA JAM

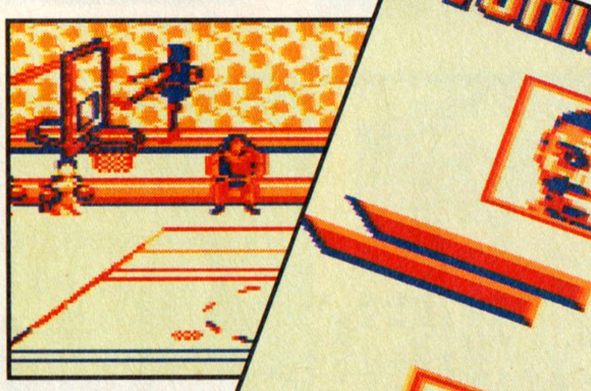
What has eight legs, size 21 trainers, one ball, two thumbs, four halves and a very poorly thought out and totally unfunny intro? Acclaim's latest small wonder - NBA Jam on the Game Boy, that's what. What's the only sport that has appeared in several incarnations on the Game Boy, none of which have ever, ever been any good? Basketball, that's what. So, with all that in mind, what are the chances of NBA Jam, actually making the grade? Read on...

The problem with most other Game Boy Basketball games is that they failed to convey the true nature of the sport - the speed, the virtuosity, the showing off. This has been a problem with some of the 16 bit attempts too. NBA Jam, though, was always different and majored on these elements in a quite fantastic manner - players ripping around at court-incinerating speeds, setting fire to the net and dunking the ball in somersaulting thirty- foot jumps. And it's all here in this little cart too! All the NBA teams are represented with each player having their own abilities. All the dunks are available - including the dead silly ones - as is the On-Fire feature that gives you permanent Turbo once three consecutive baskets have been scored. It plays well too and is, if anything, a bit harder than its big brother with more skill required to dunk the ball home and defend your end.

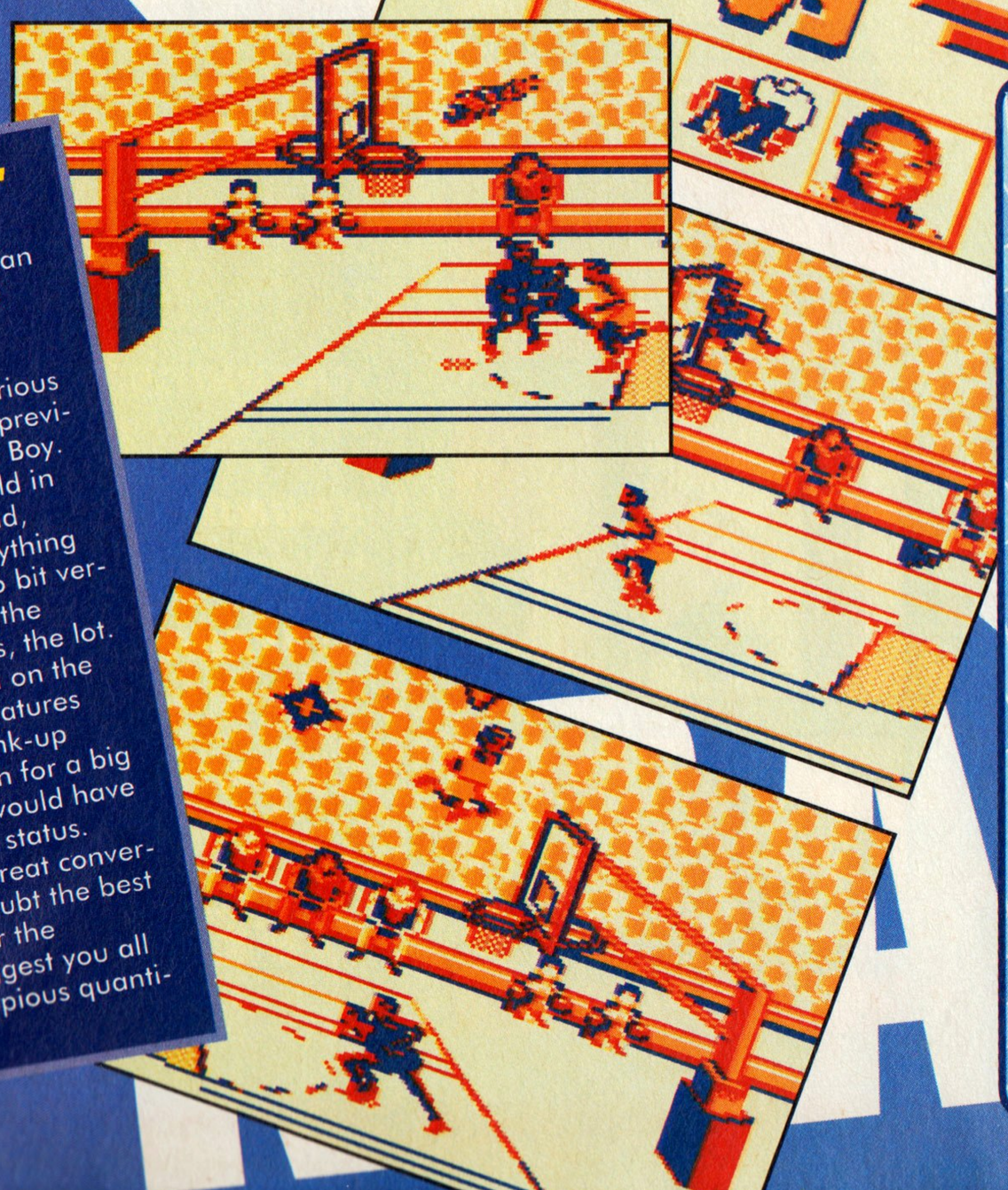








(ABOVE) Kieth looked in vain. His friends were gone - just cos he didn't wash his 'pits...



(ABOVE) It's even got that middle bit in. Except that it's in black and white and doesn't move, and stuff.

COMMENT

I must be about the biggest fan of Super NES NBA Jam alive and am more than a little impressed with this game - especially in light of the various dunking debacles to have previously disgraced the Game Boy. NBA Jam breaks the mould in being speedy, exciting and, above all, playable. Everything that distinguished the 16 bit version is here, the teams, the dunks, the flaming balls, the lot. Well almost - NBA Jam on the Game Boy has most features except a two-player link-up which is cause enough for a big BAH! from me. This would have really lifted it to Seal status. Nevertheless it's a great conversion and without doubt the best Basketball game for the machine, and I suggest you all go and buy it in copious quantities at once.

RATINGS

- BY: ACCLAIM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: SPORTS
- CART SIZE: 1 MEG

GRAPHICS — 88

◆ A bit small and all the teams look alike, but speedy and fairly blur-less.

SOUND — 80

◆ An inoffensive tune and some crackly effects. That's yer lot.

PLAYABILITY — 88

◆ Fast and challenging action. Is a bit twiddly to get the hang of but quite rewarding.

LASTABILITY — 84

◆ All the NBA teams to play but no two-player mode.

OVERALL — 88

No questions the best basketball fun to be had on the Game Boy, shame it couldn't have been two-player though.

AWESOME ACTION

THE ADVENTURES OF MIGHTY MAX

THE HALF-PINT HERO'S GREATEST ADVENTURE YET

WHO SAYS A HERO HAS TO BE TALL? ONLY ONE-INCH HIGH AND TWELVE YEARS OLD MAX IS AS BRAVE AND RESOURCEFUL AS THE BEST OF THEM. 25 PUZZLE-PACKED, BADDIE-INFESTED LEVELS, SET IN JUNGLES, PYRAMIDS AND SPACE STATIONS, STAND BETWEEN OUR TINY ADVENTURER AND VICTORY. A FANTASTIC SPLIT-SCREEN TWO PLAYER OPTION, LETS YOU AND A FRIEND PLAY MAX, FELIX OR BEA. BUT ARE YOU BIG ENOUGH FOR THE JOB?

SONY ELECTRONIC PUBLISHING

ocean

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

MEGA DRIVE

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(RIGHT) *Cor! Look how Batman's eyes glow. Oo! And look at his chest too!*

BATMAN COMPE

Bataholi

Save your money, and your nerves: Instead of rushing to the nearest purveyor of Batman The Animated Series merchandise with your 'Christmas money' in the hope of beating like minded punters to the till, take advantage of this chilling NMS competition.

Konami UK have joined forces with five of Warner Bros licensees to provide TEN lucky readers with a box full of cool Batman: The Animated Series gear. So, without further ado, let's consult the Batcomputer and analyse what we have here.

Konami's 'The Adventures of Batman and Robin' Video Game
For readers of NMS this is the prize worth entering the competition for alone: a copy of Konami's spectacular video game. It scored a huge 92% in issue #26 and is very faithful to both the feel and content of the animated series.

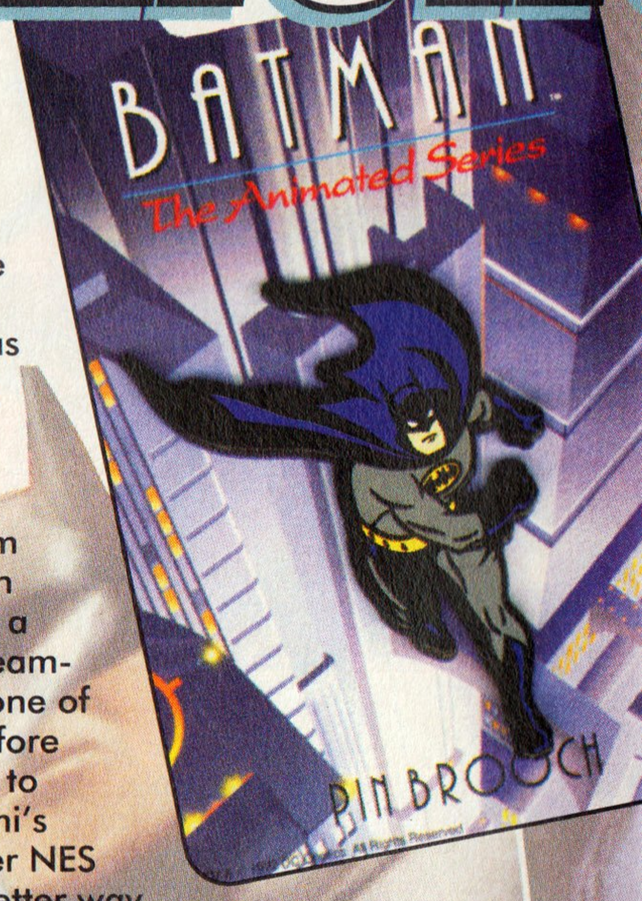
Six Graphic Novels
Titan Books' amazing collection of graphic novels are widely available in places like WH Smiths, though collecting the full set costs money. Win this competition and they're all yours for free! With Dennis O'Neil's grim story telling in 'Venom' and 'Shaman' and the Puckett/ Parobeck team interpreting the Animated Series' stylish look, these books are destined to become collectors items.

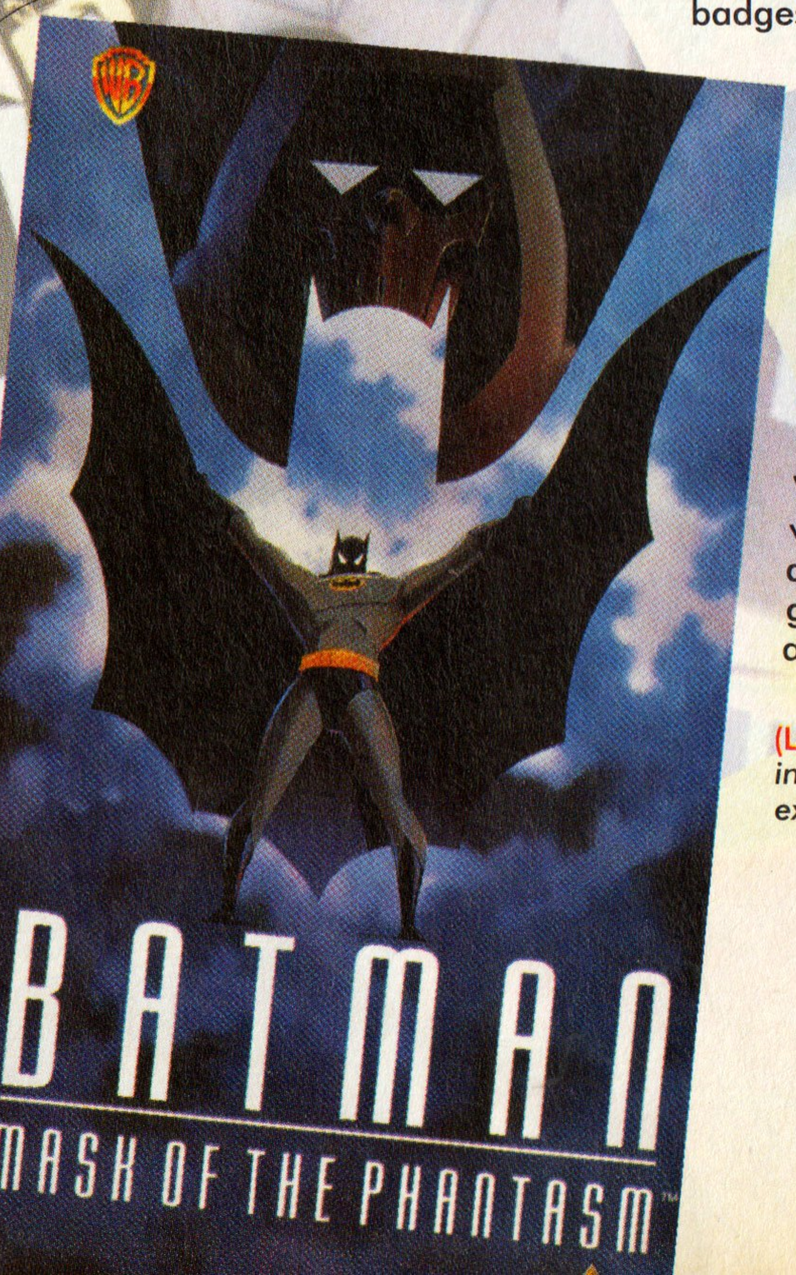
Alarm Clock
One of the most distinctive elements of Batman imagery is the projection of the Logo in the skies of Gotham City. It's a sign for the Dark Knight to wake up and go to action - perhaps the standard alarm clock isn't good enough for him, eh! Well he's not the only one who is allowed such luxury, because this Zeon Alarm Clock is sure to rouse anyone from a deep sleep. What's more it doesn't just beep; it talks!

Batman: The Animated Series, Badges
Make sure you have the whole set of these cool pin brooches, courtesy of Dufort & Sons.

Mugs!
Now we're not ones for browsing the sad collection of 'themed' mugs in supermarkets, but these Batman mugs are something else. Staffordshire Tableware's set of three cool designs are just about the best containers to slurp loudly out of, so as to attract the attention of lesser mug holders in the vicinity.

Batman: Mask of the Phantasm video
So you're out of bed 'cause the Alarm Clock woke you up, you're covered in badges and you have a nice drink steaming away in one of the mugs. Before settling down to master Konami's excellent Super NES game, what better way to revel in your good fortune than by watching 'Mask of the Phantasm', Warner Home Video's breathtaking feature-length Batman cartoon adventure. Shirley Walker's awesome soundtrack accompanies the voice talents of Kevin Conroy and Mark Hamill and more whose characters they portray are given the special touch by Warner's artists and animators.





(LEFT) *Mark Hamill stars as The Joker in this unforgettable motion picture experience. It's fun for all the family.*

TITION
cs beware!

To win this enviable collection of Batman goods simply put your Batbrains to the task of answering these teasers:

1. Who played Batman in the cult television series of the '60s?
2. What is the name of Catwoman's alter ego?
3. In the original comic stories, who was the Joker before he became hideously deformed?

As this is a special competition, and Konami don't want just anybody to win, they've decided to select the winners themselves. **So, instead of writing into us with your answers, anybody who wishes to enter the competition should phone this number: 0891 775741, which is the new Hotline number.** Upon getting through the friendly Konami person on the other end will ask for a few details about yourself (age, name and address etc) and then for the answers to the three questions printed above. Calls are charged at 39p per minute cheap rate and 49p per minute at all other times. In the meantime, should you be finding difficulty with any of Konami's games, give them a call on 0626 56789. Good luck with the competition!

(ABOVE) Enter this competition, go on. How can you resist such a charming smile? Nudge, nudge. Wink, wink.

TITAN BOOKS
KONAMI
WARNER HOME VIDEO
ZEON
STAFFORDSHIRE TABLEWARE
DUFORT

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: ACTIVISION
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: No
- CONTINUES: Infinite
- OPTIONS: All the regulars

GAME INFO

- GAME ORIGIN: A big game on the Atari in 1982
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: Not telling
- ALTERNATIVES: Castlevania IV, Prince Of Persia.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Good

X — Special Weapon

A — Sling Shot

B — Jump

Y — Use Whip

L/R — L: Choose Weapon; R: Choose Weapon

S — Start: Start and Freeze; Select: No function

GAME CREDITS

- DEVELOPED BY: Activision
- DISTRIBUTED BY: Activision
- MADE IN: USA
- ARTWORK: © 1994 Activision.

Back in the good old days of the British Empire, explorers would go in search of foreign lands as yet unknown to decent and civilised Europe to claim it in the name of his or her Royal Majesty. The next step was to send in an army to get the pesky natives out of the way, build a few churches and then bleed the land of every last penny. Of course, things didn't always go according to plan. Some of those early blundering travellers weren't ready for a few of the local customs. They might have been third rate explorers but they made first rate second courses!

These days, with all four corners of the globe well-charted, exploration is more recreational. At least that's what Harry thought until he was kidnapped deep in the heart of the jungle. Now the pot's boiling and 30 years spent accumulating fast food fat are about to make Harry the king of burgers! The last hope of rescue is his son, Harry Junior, whose task it is to explore dense forests, decrepit mines, huge waterfalls and ancient temples in search of his Pop. But it is quite literally a jungle out there and Harry Jr. needs the agility of a monkey as well as any available weapons if he's to prevent finding his dad lying next to a huge side-order of fries!...Oh, and another thing - watch for pitfalls!

PITFALL

THE MAYAN ADVENTU

STICKS AND STONES

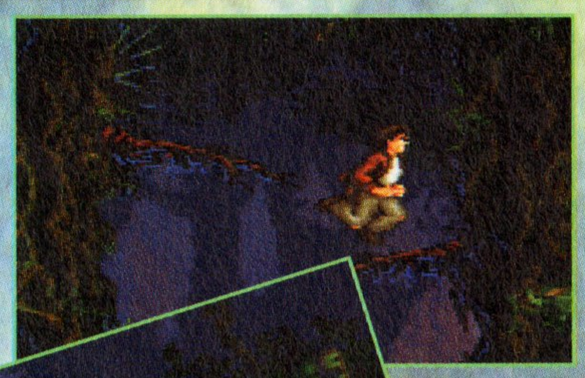
Harry Jr starts life in the jungle with only his whip to protect him from its aggressive environs. Before very long though, sling stones in tidy bags make themselves available to him. More impressive than this though is the boomerang. Providing he doesn't fall down a pit or die while using it, it does the proper thing and returns to him. It disposes of enemies much quicker than using the stones. Occasionally a shining stone presents itself as a pick-up. This is a smart bomb and it's good for a heavy attack on a blocked route or particularly dangerous enemy.

LIFE IN THE BACKGROUND

The backgrounds in Pitfall are highly interactive and knowing what's a platform and what isn't can often be confusing to the point of disaster. The game makes the most of giving the environment a genuinely three dimensional feel, Harry Jr. often finding himself behind dense forest, temple walls and so on, obscured from the players view. It is worth experimenting to see what offers a foothold but caution is advised!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



FLASH HARRY JR

Because of the nature of the terrain a good sense of balance and an elastic agility are essential qualities. Fortunately Harry Jr has these. He is able to climb and swing on ropes, crawl on his front, flip off of walls and do all of the jumping and running his mission requires. He is also quite daring as well, attempting death slides down vines with the help of his whip. Having said that, don't go storming into walls or trees too fast because our intrepid explorer falls stunned flat on his back.

COMMENT

ROB

The quality of the graphics and animation in Pitfall are quite incredible. Designed by the creators of the cartoon Fern Gully, they certainly succeed in presenting images and action that almost looks like a cartoon itself. The sprite animation is very lucid, and the range of moves and actions that Harry Jr performs is breathtaking. It is the style here that sets Pitfall apart. No space is wasted, the backdrops springing to life with much 3-D style action, and the attention to detail is meticulous. If any criticism that is likely to levelled against Pitfall it would inevitably focus on the unoriginality of the gameplay - this is after all a platform game. But while it lasts, this isn't something I found myself worrying about. I simply enjoyed playing a very polished and visually stunning game in which the atmosphere, with the help of amazing sound quality, can't fail to seduce.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

ANCIENT COLLECTABLES
For points, the pick-ups are pretty standard with gold and silver bars and diamond rings there for the taking. Power-ups offer the usual 1-ups and increased energy and strength. Look out for an hour glass though because if this is picked up everything on the screen apart from Harry Jr is frozen temporarily.

(Below) *The jungle is no place to get caught short.*

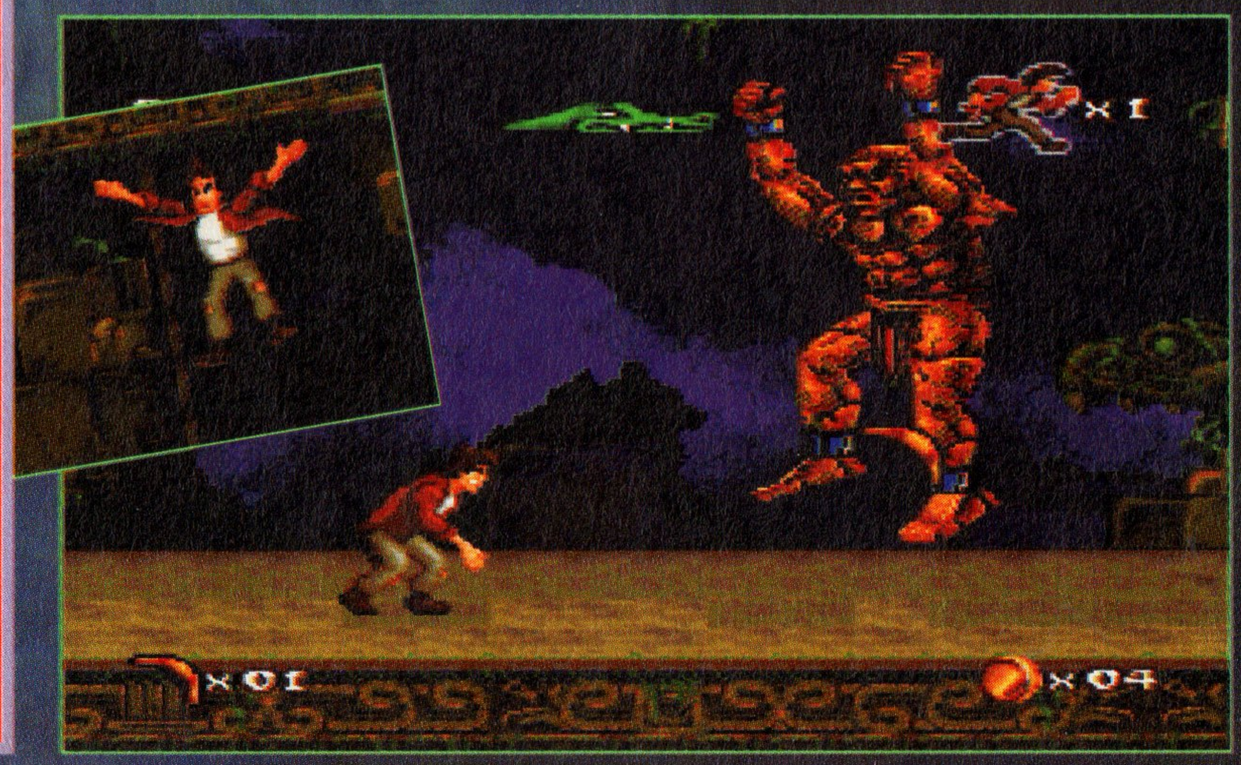
FOLLOW YOUR IDOLS
The jungle is a confusing place if you don't know your way around. Harry Jr stands the risk of going round in circles if he's not careful. To help him though there are small Aztec style idols dotted about the various levels which point the way to go once they have been passed. But, as Harry Jr discovers later, while the little idols are helpful, the big stone bosses are only happy to lead him to his doom!

COMMENT

ANDY

The thing I like most about Pitfall is its explorational element - although the way out of a stage is easy to find there is much more to find that doesn't cross your path unless you actively have a look around. Naturally this would be crap if the gameplay wasn't similarly inspired, but thankfully it is, and Harry Jnr is a real treat to control, being very responsive and having more uses of a whip than you'd think possible. The challenge has been nicely graded too to allow fair progress without frustration. Graphically it's a real stunner, combining atmospheric backgrounds with some quite brilliant animation although some of the sprites tend to the small. The sound is very atmospheric throughout and is just great through a stereo. If all this seems to indicate that this is a cool game that's because it is. Fun to play and strong in every department, it's already on my Christmas list.

MADE OF STONE
As has been mentioned, little stone idols point the way. Where to exactly is another matter. As it turns out it is to a huge stone idol that is magically alive. Being made of stone, slinging stones at it isn't much use. If Harry wants to reduce it to rubble he's got to make use of his boomerang.



REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■		
ACTION	■	■	■	
CHALLENGE	■	■		
REFLEXES	■	■	■	
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	
MONTH	■			
YEAR				

GRAPHICS — 92
▲ Stunning drawings that are masterfully animated. The attention to detail is very impressive.

SOUND — 92
▲ Brilliant sound thanks to Soundelux Media Lab who've done sound for some top films.

PLAYABILITY — 88
▲ Harry Jr can do plenty but is still easy to control and there is lots of things to do and discover.

▼ No particularly new ideas here.

LASTABILITY — 87
▲ Because the gameplay is so entertaining it is a game that is very addictive.

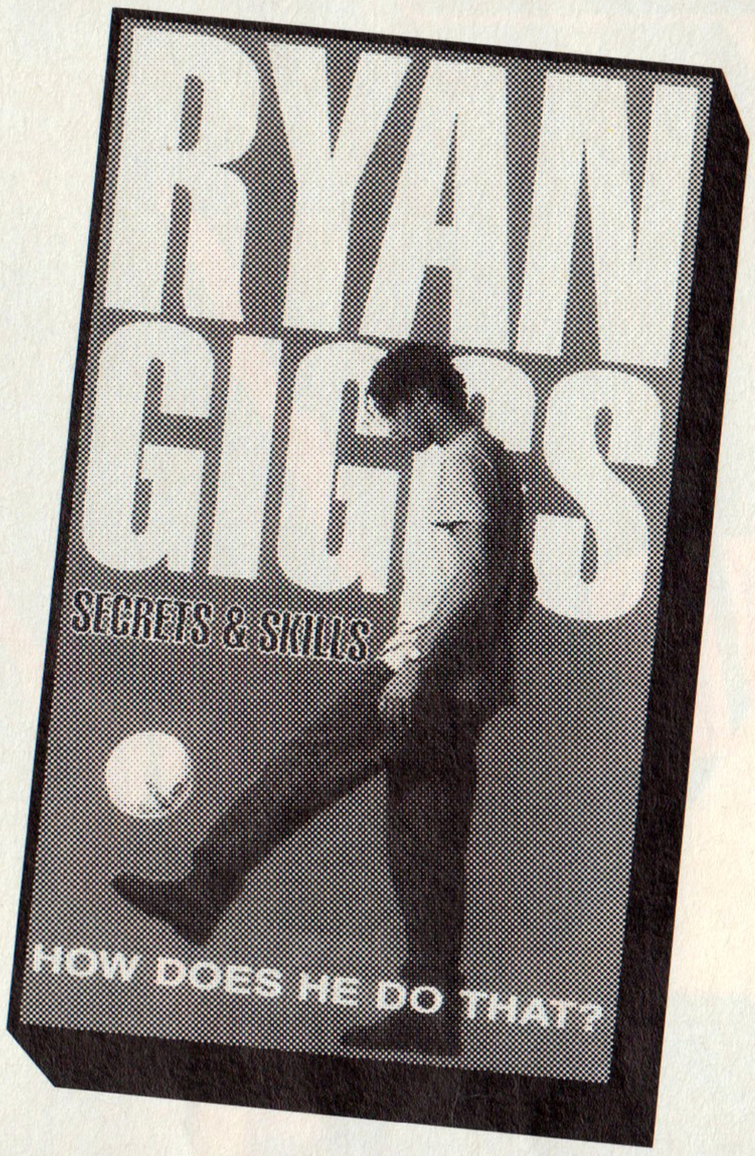
▼ Like all platform games its life if limited.

OVERALL — 90
Stunning graphics and sound make Pitfall a game to remember. The action is traditional enough but it's great fun nevertheless.

ATTENTION

BIG GAME HUNTERS

THE SECRETS AND SKILLS OF FOOTBALL'S YOUNGEST SUPERSTAR



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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

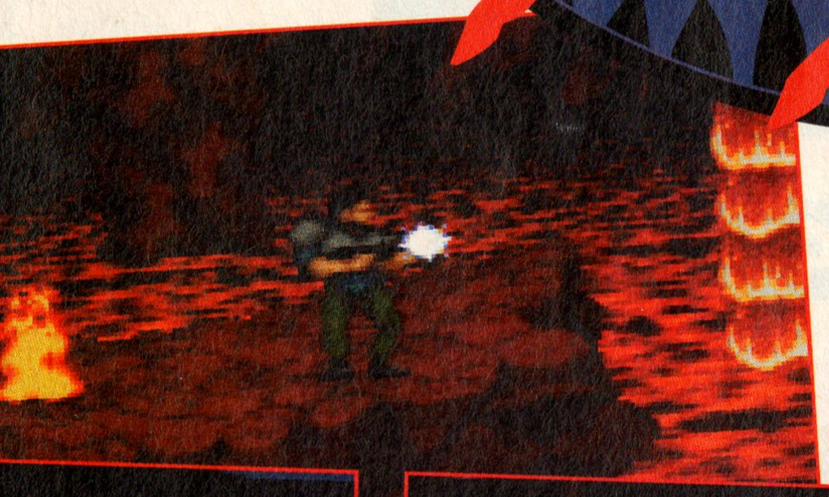
JURASSIC PARK

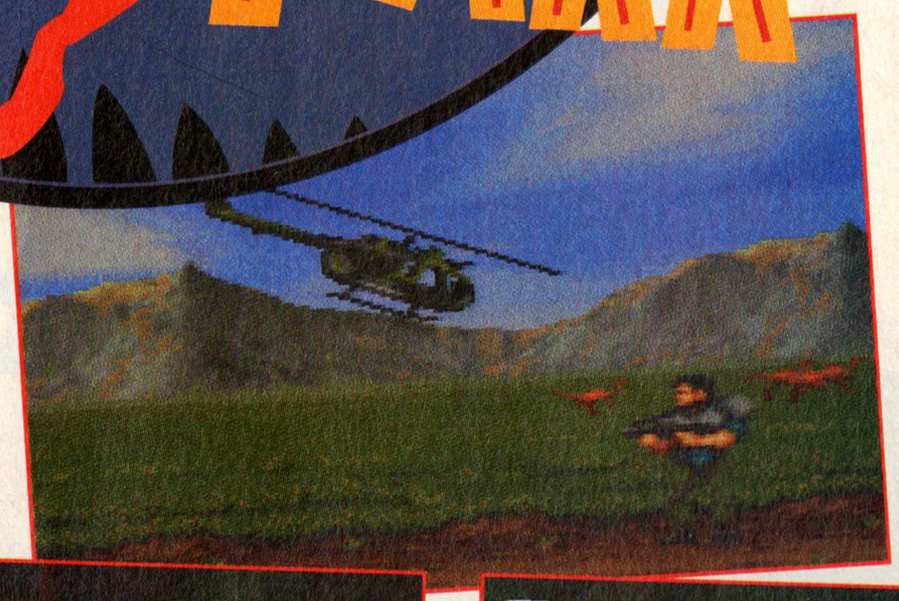
Just when you thought it was safe to go back to Isla Nubar those dinos are out causing havoc again. Even though the filming hasn't been completed for the celluloid version, the Super NES cart is way ahead of the game.

A state of emergency has been declared on the island, following the evacuation of the security and scientific staff. But as far as rival genetics corporation, Bio-Syn, are concerned, the chaos is a genetic gold mine waiting to be poached. To make matters worse, a team of troops and scientists have been sent by the rival corporation to put a spanner in the works and finish off the last remaining Ingen employees. It's up to you to secure the park and dispatch the enemy influx.

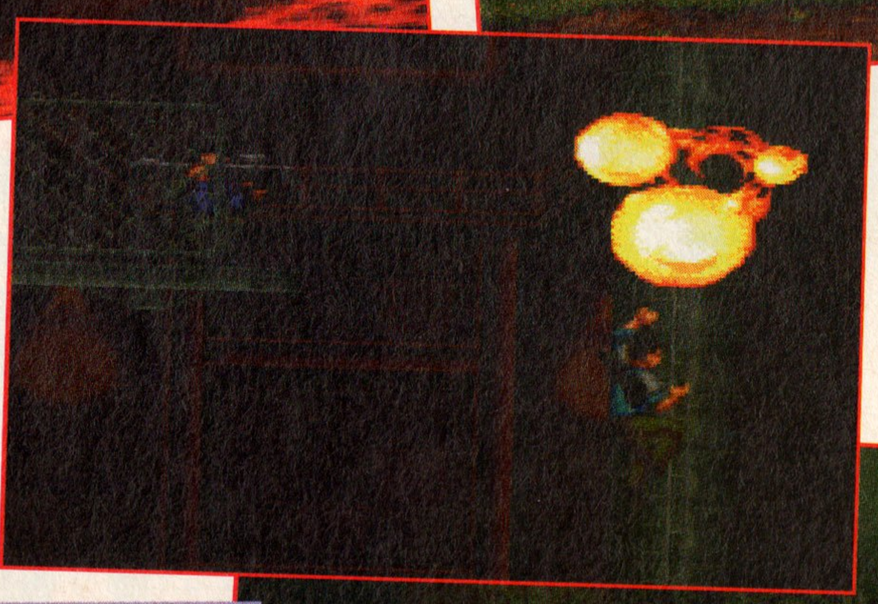
MISSION PREHISTORICAL

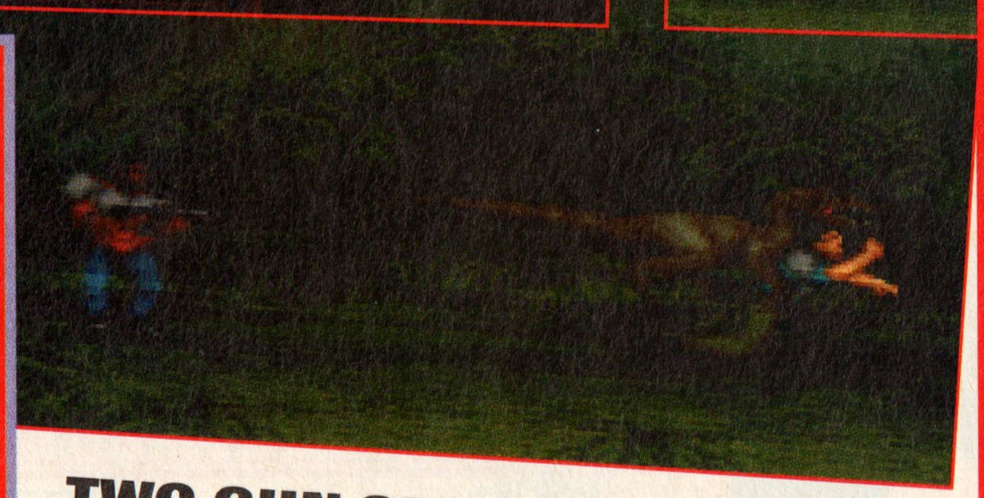
A total of six missions have to be successfully completed before the park will return to some sense of normality. These missions can take you from the investigation of illegal breeding in the depths of the volcano; to literally riding shotgun on the back of a jeep with an adult T-Rex in tow! In addition those fellows from the Bio-Syn corp have taken a shine to target practise with you as the target.





(ABOVE) It's a whirly-birdosaurus. See how it resembles the modern day helicopter.





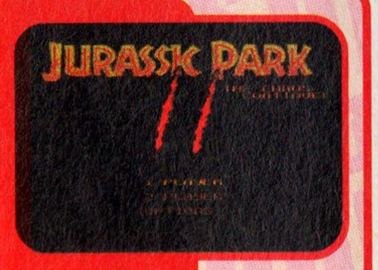
COMMENT

Initially I was unimpressed by the follow-up to the fab overhead view original. But after some tough battling through the dino-infested levels, I found the phrase 'Just one more go' popping up time after time. The challenge factor is set on rock hard – no bad thing – and the graphical scale of the bosses is just reward for the effort. And as for the sound, these are some of the best tunes I've heard for quite some time now, adding real atmosphere to the proceedings. Not too much of a looker by today's standards, but still great blasting action.

TWO GUN SALUTE

If you're finding the scaly scum a little on the hard side to deal with, the why not employ the aid of a friend? The two-player option means double the firepower to take out those pesky pouncing predators and their evil human cohorts. But don't forget to work as a team, because if one of the players gets too far ahead of the other, the screen comes to a halt.

RATINGS



- BY: OCEAN
- PRICE: £54.99
- RELEASE: DECEMBER
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GRAPHICS — 82

◆ Fluid main sprite animation, and nicely designed dinos, but could do with more variation.

SOUND — 89

◆Fantastic music with some chilling raptor roars.

PLAYABILITY — 83

◆Engrossing plot, that becomes more playable with time. At first a bit on the frustrating side.

LASTABILITY — 80

◆Tough challenge requiring tactical mastery. The number of missions is a little sparse.

OVERALL — 82

Although simple in visual design and somewhat unoriginal in gameplay, this is nonetheless a finely polished platform blaster.

A WALK ON THE WILD SIDE

JURASSIC PARK

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GAME BOY

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: SQUARESOFT
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: ACTION RPG
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1
- HEAD TO HEAD: No
- BATTERY BACKUP: Yes
- CONTINUES: Infinite
- OPTIONS: Battle adjust

GAME INFO

- GAME ORIGIN: The third in the series as we Westerners know it - and surely the best!
- GAME DIFFICULTY: Medium
- SCORE TO BEAT: N/A
- ALTERNATIVES: Other Final Fantasy games, Secret of Mana, Zelda III, Illusion of Gaia, Link's Awakening.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Fantastic

X — Access sub-screen

A — Action

B — Cancel choices

Y — Character select

L/R — L: Multiple spell / R: Multiple spell

S — Start: Starts/pauses / Select: Scroll menu

GAME CREDITS

- DEVELOPED BY: Squaresoft
- DISTRIBUTED BY: TBA
- MADE IN: JAPAN
- ARTWORK: © 1994 Squaresoft

'BEASTS OF DOOM, KNOWN AS ESPERS, WE
AND UNLEASHED TO DO THE BIDDING OF TH

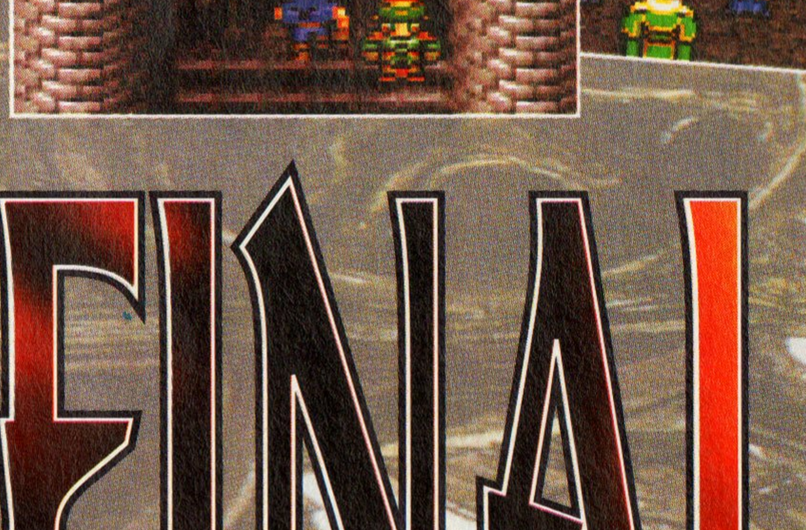
(ABOVE) This bloke's called Sabin, and he's in a spot of trouble. Thing is, he's used to this kind of thing by now!

Humongeous domestic freezers are all well and good, but they have their drawbacks. Beneath all the popsicles, chicken pieces and loaves of bread usually lurks something old and long forgotten - like a Bumper Bag O' Bangers or something. They've probably been down there for five years or more so defrosting the saussies could prove fatal. Who knows what they might become once thawed?

Deep in the mines of Nashe Village is the weirdest example of frozen produce ever seen. More Horrific than a pig's trotter or 4lbs of cured tripe, the 'Esper' is an ancient being that is the last link this world of iron, gunpowder and steam has with a land destroyed by magic some 1000 years ago. As a party of Imperial Magitek Troopers arrive to investigate, the villagers are overcome by great concern for their safety as they prepare for the possibility of magic returning to their uncomplicated world once more.

Final Fantasy III is regarded the Japanese as the greatest game of 1994. As far as they are concerned the game betters Super Street Fighter II, Mortal Kombat II, Stunt Race FX, NBA Jam and Konami's Powerful Pro Baseball. Now that's some recommendation! Bearing this in mind the NMS team stock up on H and MPs to investigate.

FINAL FANTA

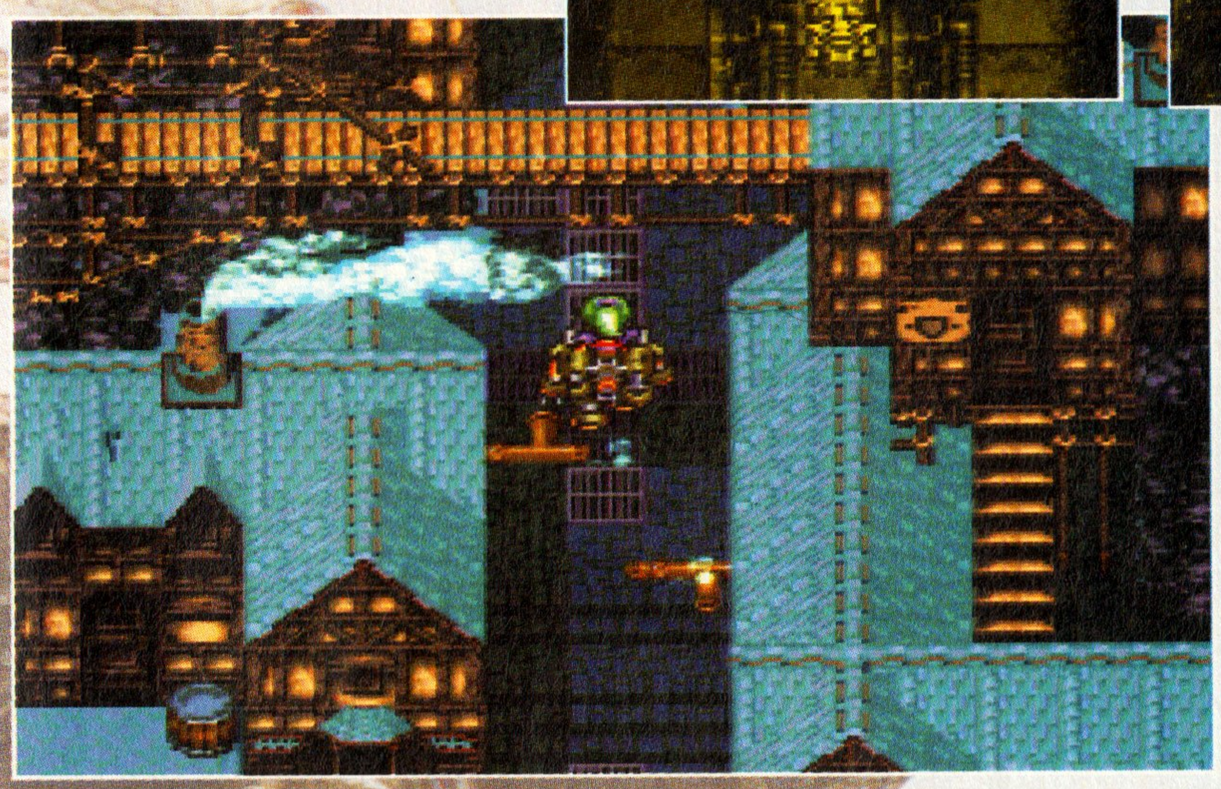


HOT CHOCOBOS

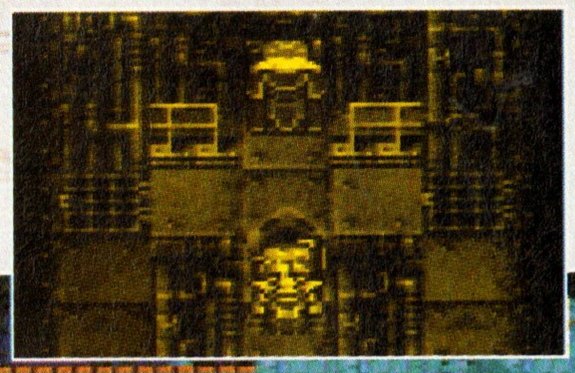
Being so important this adventure extends far beyond the outposts of Nashe Village and places the whole world under the keen eye of discovery. Proceeding on foot is a weary and time consuming activity so it's a relief to learn of some exciting alternatives. The most common form of transport is the Chocobo; a mild-tempered, ostrich like bird that is available for hire in most towns. Slightly more complicated and, some might argue, less friendly, are the Airships by which those with a head for heights can fly to any location in the world. Airships are much faster though.

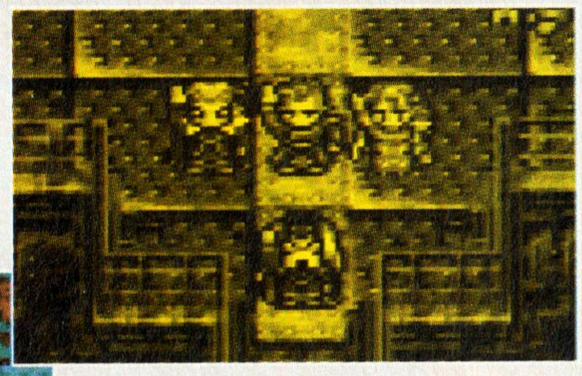
RE CREATED EIR MASTERS'.

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM



(ABOVE) A rather special Magitek trooper enters Nashe Village to investigate the rumours. The 'Magitek' is a high-tech armoured assault suit worn by Imperial soldiers.



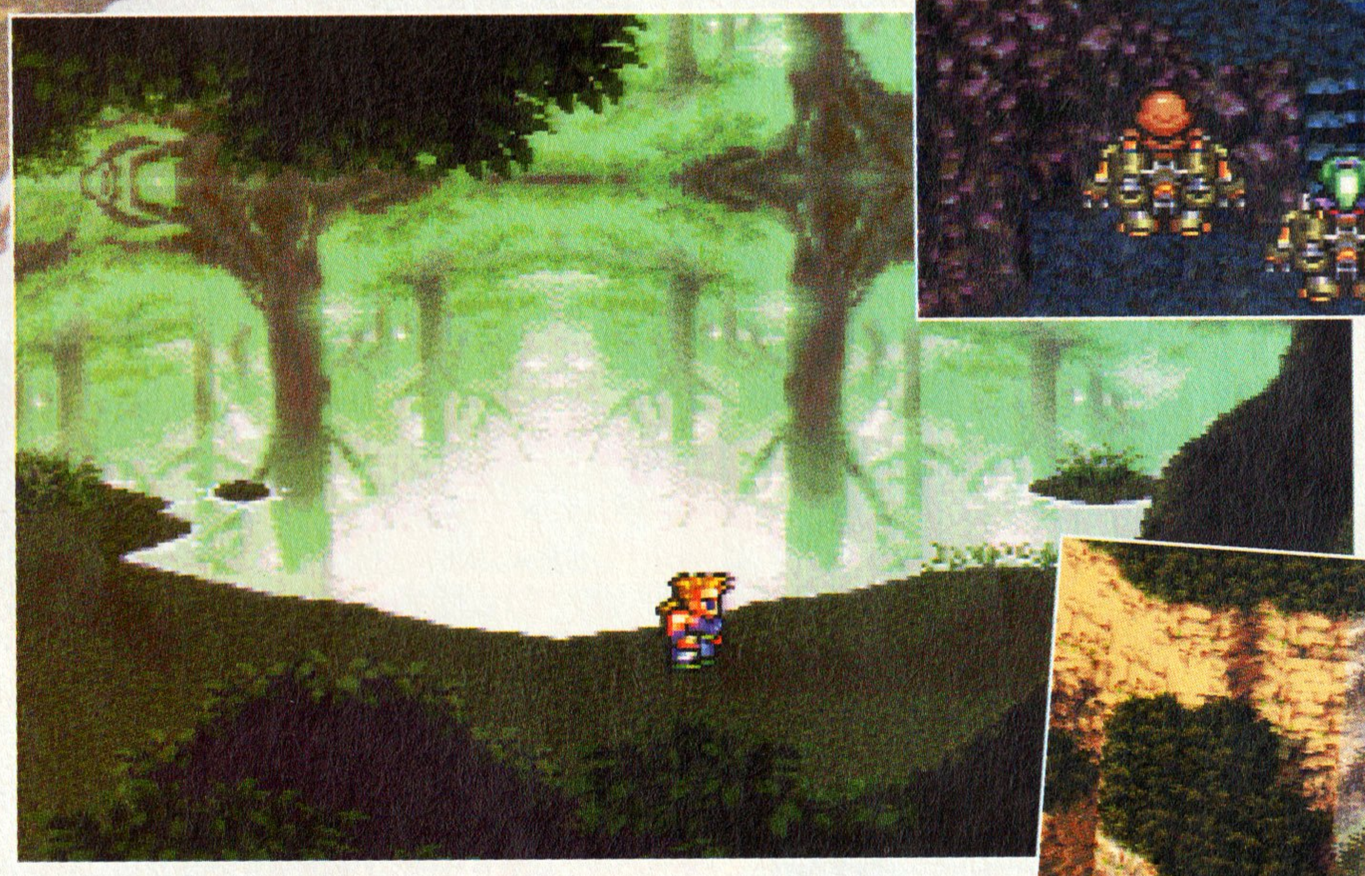


ESPERS ANTICS

Aside from the advanced weaponry available to adventurers, Espers are by far and away the most versatile ally a fighter could hope for, created by practitioners of magic to do their bidding in the War of the Magi which occurred 1000 years before the events in this adventure take place. There are over 20 different kinds of Esper in this imaginary world, ranging in appearance from the beauty of a Unicorn to the stomach turning Bahamut. Though they harness incredible power Espers only respond to the bidding of human masters and their powers are only freed once the master has gained knowledge of specific spells.

(RIGHT) The Esper is found encased in ice. Only one can touch it, but who?

SY III



(ABOVE) This character's name is Sabin, and he's just stumbled across a spring of magical healing properties.

(BELOW) The King of Figaro dares himself to take a death defying ride on this raft.

(ABOVE) A Phantom Train dogs Sabin's every move as he continues on his quest. His particular tale has an especially chilling end.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

PAIN BY NUMBERS

Combat in the Final Fantasy games has changed little since the series began on the NES. Unlike Secret of Mana where the player is responsible for the number and strength of attacks directly, in Final Fantasy both parties face each other from opposite sides of the screen and only attack when an energy meter reaches its peak. All damage or recovery is indicated by small numbers that appear next to a character, and once this number is reduced to zero that character is presumed dead. The stronger and more agile your party becomes the more attacks they can get in before the enemy has chance to hit back. Victory means the allocation of experience points which help to increase a fighter's strength and stamina.

(ABOVE) Vargas - the tall, imposing sort - unleashes his magical 'Air Blade' attack. It is something Sabin learns to use later in the game.

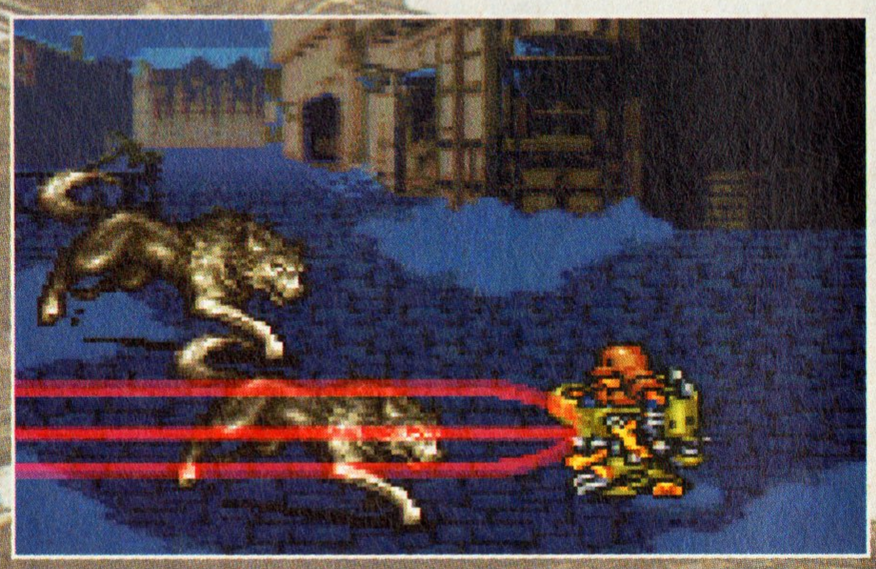
THE MUNCH BUNCH

Like the heroes, every creature met in Final Fantasy III has a specified number of Magical Points and Attack Points at their disposal. Find the correct weapon, however, and they're history!

TAKE A HIT!

(ABOVE) Numbers indicate just how much damage is inflicted.

(ABOVE) The team flee the Phantom Train. They're in much more than just physical danger too, as the loco's magical powers enable it to summon some truly dread apparitions!

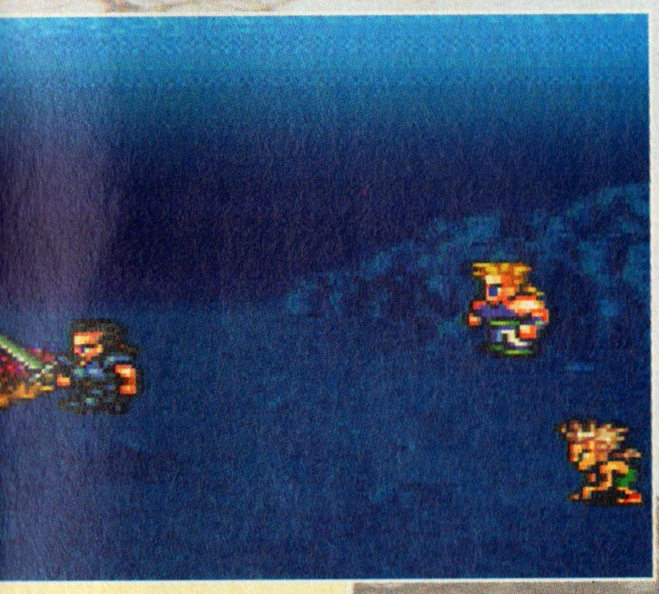


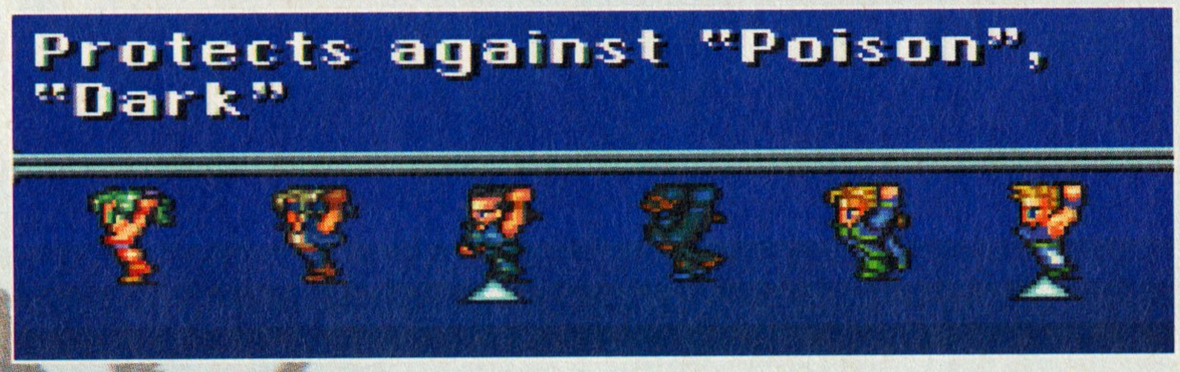
(ABOVE & BELOW) Magiteks go to work at the start of the game. They're fully equipped with weird techno-magic that burns, freezes or infects with fatal disease to order.

(LEFT) Cyan (he's the small one!) squares off with a 'Grunt'. No worries - Cyan just employs his Swordtech attack. As his skills develop the power of Swordtech increases too.

PAST PRESENTS

Relics are sometimes regarded as examples of ancient technology or art that have eventually been superseded by greater things. Though treasured their value as something of use has long since faded. In this adventure Relics are highly prized items that bestow all manner of powers onto their owner, enabling warriors to strike with both hands when clutching a sword ('Gauntlet'), thieves to steal more successfully ('Sneak Ring), or Mr & Mrs No Charisma impress the heck out of anyone they meet ('Charm Bangle'). Only two Relics can assist the bearer at one time, though it's possible to carry many more and switch between them.



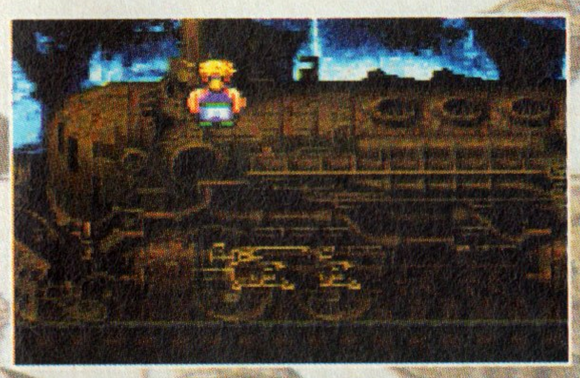


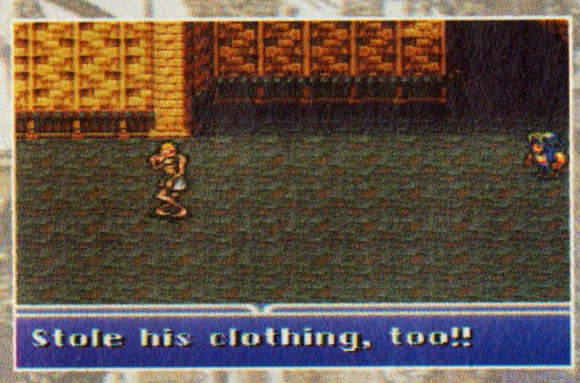
(ABOVE) Certain relics only work with specific characters. After all, what's the use of a magician with a sword, or a warrior stabbing about with a wand?

(ABOVE) The size of your party increases as the adventure continues. Even so, there's cause to worry when this beefy dude shows up! Time to co-operate, eh!

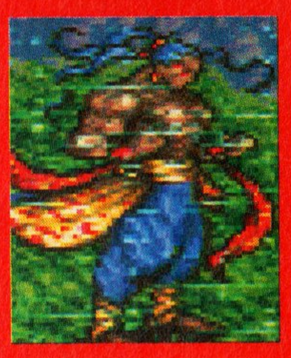
LATERS

Once a significant stage of the game is reached the party of adventurers split up in to three groups. At this point there are three main characters: A thief, a wrestler and the brother of a respected King. All are important but the order in which their stories are enacted is entirely up to the player.





COMMENT



GARY

Thousands of people have bought this game in Japan. Thousands more have bought it in America too. Judging by the letters the specialist press is receiving in both countries every last one of these people love the game. That's an awful lot of fans, and all I can say is just add me to that list because Final Fantasy III is one of the best games I've ever played. Really I'm hooked. After marvelling at Squaresoft's stunning Secret of Mana and assuming things could get no better, they just have. Final Fantasy III is flawless: It has a perfectly graded degree of difficulty; minute attention to detail; astonishing sounds and marvellous visuals. I've tried to find fault and really I can't. Just buy the game and discover just how utterly stupendously amazingly addictive this game is. Sharooo!

COMMENT

PAUL

As a solid reminder that the Super NES is still a big player in the battle of the new consoles you need look no further than Squaresoft's amazing products. Final Fantasy III gives the appearance of a CD game, its graphical intensity is so strong. Squaresoft also have a strong sense for high drama with every series of events having a very cinematic quality about them. Characters don't just have interesting names and distinctive costumes they have personality traits too: you only need to admire the dialogue between the King of Figaro and Terra the mysterious young sorceress as an early demonstration of this. Likewise the storyline goes very deep and the events are always intriguing, so it is impossible to resist being completely drawn into the adventure once it is begun. Interfacing with the characters, despite their being very complex and loaded with abilities, is very simple which means instructions are carried out almost as soon as you can think of them. The benefits of this are obvious in battle but the effortless manner in which items are exchanged or status screens accessed is a pleasure at all times. Players have plenty of time to reap the benefits of such a well presented game too as the quest is greater than anything NMS has ever seen. As to the question of whether this is the greatest game of the year, well it certainly ranks as the best RPG.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

GRAPHICS — 97

▲ Minutely detailed, fantastically conceived. The game looks like it is running off CD Rom.

SOUND — 95

▲ Equals Secret of Mana for its variety and class. Expresses the changing moods of the game perfectly. Ingenious sound effects too.

PLAYABILITY — 93

▲ nstantly accessible and clear enough to follow even with a multitude of characters to command in the most intense circumstances. The promise of greater, more spectacular events provides incentive to carry on.

LASTABILITY — 90

▲ An absolutely colossal adventure and, like a great film, is worth enjoying many times over - though you might appreciate a break between quests!

OVERALL — 93

An unforgettable gaming experience. It is surely impossible to produce a game with a higher degree of graphical splendour than this on the Super NES.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: KONAMI
- PRICE: TBA
- RELEASE: JANUARY
- GAME TYPE: FOOTY SIM
- CART SIZE: 16 MEG

GAME FEATURES

- NO. OF PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: Nah
- CONTINUES: N/A
- OPTIONS: The lot.

GAME INFO

- GAME ORIGIN: Based on sport gaining popularity in UK. IT'S BLIMMIN' FOOTBALL!
- GAME DIFFICULTY: Average
- SCORE TO BEAT: Beat the dutch
- ALTERNATIVES: World Cup '94 from US Gold is the next best thing. FIFA and Striker are pretty darned good too.

GAME CONTROL

- CONTROLLER: Joypad
- RESPONSIVENESS: Excellent!

X Tonk

A Chip/select option

B Pass

Y Run like the wind

L/R L: Tactical switch
R: Switch player

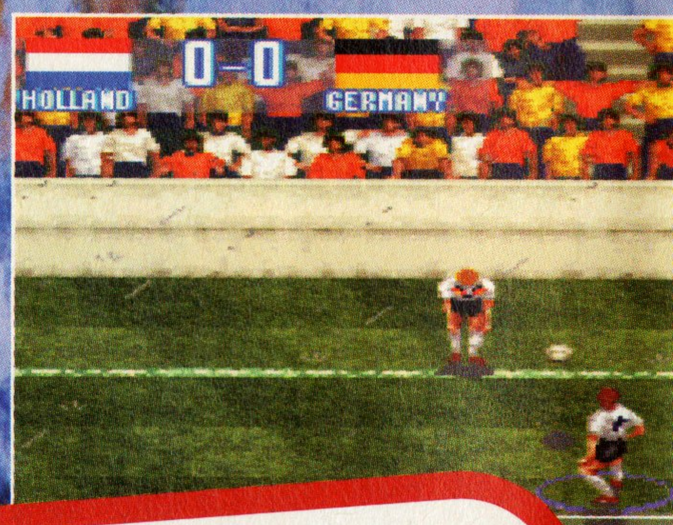
S Start: Pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: KONAMI
- DISTRIBUTED BY: KONAMI
- MADE IN: JAPAN
- ARTWORK: © 1994 KONAMI

In the past, reviews of footy games in this fine organ have detailed how players have gone on to run insurance companies and pubs when their playing careers come to an end, listed a dozen reasons why England never got into the World Cup, and been generally informative about little footballing things you may not have known. To celebrate the release of Konami's stunning-looking sim, though, I'd like to draw your attention to the state of the current England squad. Not their tactics or individual skills — just their looks.

Let's face it, football is a game that breeds heroes. Young lads yet to discover girls cover their walls in pictures of their favourite goal-scoring idols and follow their team's progress religiously every week. But let us turn our thoughts to the players gracing those walls. I mean, Smash Hits is never going to throw out a Take That poster and replace it with a group shot of Matthew LeTissier, Tony Adams, Ian Wright, and — shudder — Peter Beardsley are they? So why is the England team so ugly? The only only reason I can think of is as a scare tactic to ensure defenders lose their bottle. If so, why isn't Arsenal's Ray Parlour (he of the Goldilocks hair) in the side? I think we have a right to know.



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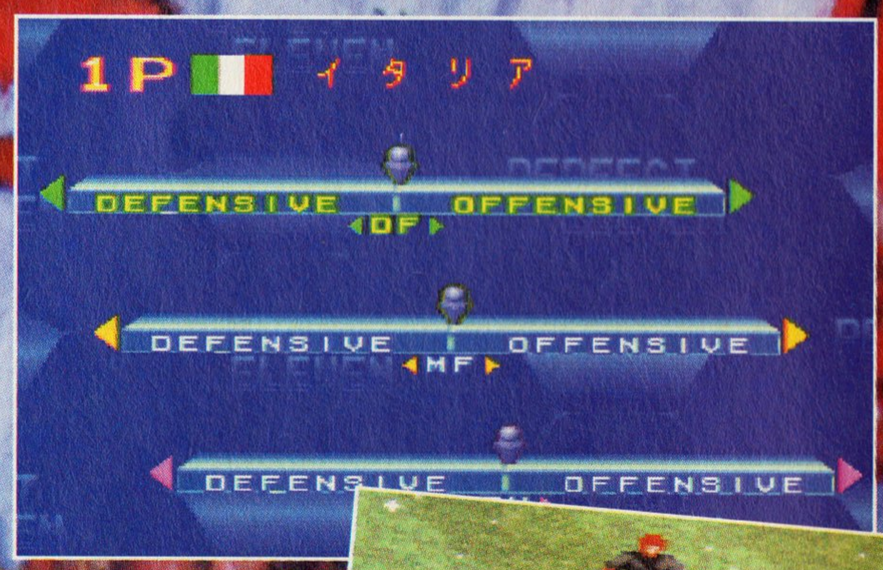
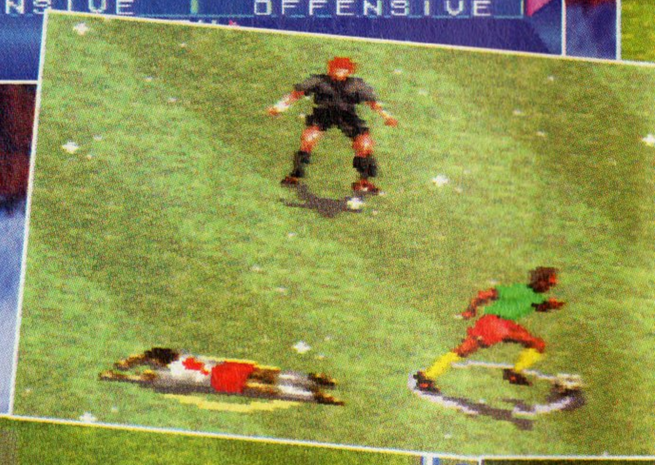


Luvverley mover

Konami's aim during the development of International Superstar Soccer was to create a game which offered full control over the players, and allowed the user to pull off all the twists and turns we associate with world-class sides. Via the joypad's six buttons, the gamer is offered a selection of passes, chips, tackles and shots, but variants on these can be effected using precise combinations of presses and turns. As such, not only can the on-screen attackers nod the ball down to a team mate's feet, they can backheel, one-two with another attacker, or even hit spectacular volleys. Similarly, once mastery of the pad's controls is achieved, true pros can attempt flicking the ball up in the air (Pele-style), before lobbing it over a defender and running in for the kill. If you thought US Gold's World Cup was controllable, you ain't seen nothing yet.



REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

ATIONAL SUPERSTAR OCCER

SEAL OF QUALITY
Nintendo
MAGAZINE SYSTEM

Hey, good-lookin'

ISS is viewed from a Virtual Soccer-style side-on perspective. However, any similarities with the Virgin/Hudsonsoft game, and indeed any others, end there. ISS's player sprites stand nearly two inches tall on our monitor, and feature more animation than their binary rivals. In addition to the expected runs and dives, Konami have breathed life into the players with the addition of extra animations for different reasons - for instance, players protest if they are caught offside or hold a hand up to claim a throw-in. Other smart attention to details include a certain big-haired attacker in the Columbian side (Val Demerara or someone?), and a German/Spurs forward who's prone to diving!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

G-G-G-G-G-GOAAAAAAL!

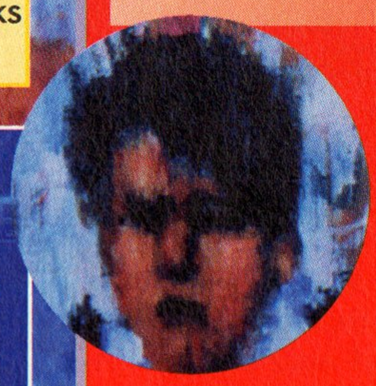
An area often ignored in soccer games, ISS's sound is every bit as impressive as the graphics. Although the superb (and continuous) commentary of the Japanese version has been reduced to a selection of samples for when the ball goes out of play or for fouls and near misses, all the atmosphere of the big game has been recreated as the crowd roar, cheer and chant the onfield action. As the game progresses, drums beat a tattoo whilst the crowd noise gets more excited whenever a break towards goal is made. Similarly, anyone who gets the ball in the back of the old onion bag is rewarded with the most excited cry of 'G-g-g-g-g-goal!' since Channel 4 started showing the Italia league games.

A league of their own

In addition to friendly games against a mate or Andy, ISS also boasts a series of league and international championships. A full selection of national sides are on offer, ranging from the battling minnows of North Korea to the mighty Germans and Italians. Such attention to detail also stretches to a series of option and tactic screens which let the player act like a manager and substitute players or drop them entirely. Other options also allow the player to change the team formation, opt for a number of tactical attacks (a long-ball game, for example), and plan set pieces.

(ABOVE) You too can make a packet out of changing your strip every six months, virtually that is of course.

COMMENT



STEVE

Howay the Konami lads! I've said this a number of times about recently-released footy games, but ISS is quite simply the best you're likely to get — and looks set to stay at the top of the teetering footy pile for the foreseeable future. Large sprites, fluid control, and brilliant crowd effects merge together to create the most-rounded soccer experience since Gazza. Getting to grips with the game's five-button control is simple enough, but constant practice brings its own rewards in the form of superb turning volleys, interception passing and bending corner kicks. Similarly, the game's supreme control also allows for clever little skill tricks such as flicking the ball over an opponent, something no other game can come close to. It would be an understatement to say I love this game — just ask the people I trounce every day in the office! Footy games don't come any better than this, and I am willing to say that I doubt they will for years to come. Forget Sensi, forget FIFA — all hail the new soccer supremo: International Superstar Soccer.

(LEFT) The dreaded penalty shoot-out has to settle the score at the end of the day. Wrong way mate!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

Fair tuckered

In trying to keep the game as realistic as possible, Konami have extended this to players getting tired toward the end of the match. Particularly noticeable if a game goes into extra time, tuckered-out players can always be identified by the fact they aren't moving and appear to be coughing up their lungs! This is a brilliant touch, although it gets a little frustrating when you pass a ball to a tired player only for him to let it trundle by because his legs have turned to jelly! Time for a substitution, methinks.

Steve "THE CAT" Merretti

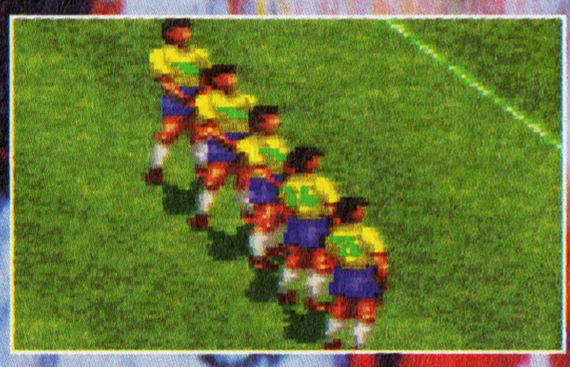
ISS's goalies are wonderful beasts whose turns and parries make David Seaman look like Edward Leadlegs. When under computer control, the 'keepers automatically position themselves for acrobatic saves and blocks. However, veteran ISS players my prefer to manually-control their goalie which is a different kettle of Pot-Fish completely. On doing so, the four buttons each effect different actions for the 'keeper, and, in time, become as second nature as controlling the outfield players.

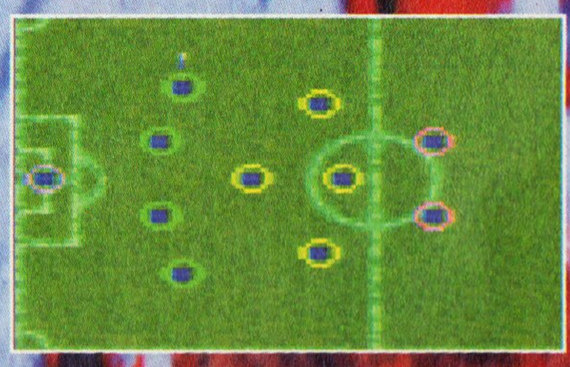
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Can I kick it?

Kicking the ball in ISS isn't as straightforward as it initially sounds. Whilst it is still simply a matter of pressing a button, the strength and accuracy of the shot is dependent on a number of factors. For instance, if you pre-judge a descending ball with a hopeful kick the odds are it'll go spanging off into the crowd following your unsuccessful volley. Similarly, if you attempt to kick the ball during a jinking run, it will probably bobble (as Trevor Brooking is always keen to point out), leading to a shot which will amble towards the goalie. There are times, though, when perfect timing and intuitive play will result in blinding bicycle kicks which will amaze even you and look superb on the game's action replay.





COMMENT

ANDY

Just when I'd become jaded and thought I'd seen everything that Soccer could be on the Super NES, along comes International Superstars Soccer and completely blows me away. Make no mistake this is the best soccer game on any machine. Not the most comprehensive - when it comes to stats and tactics games like World Cup 94 are hard to beat. It's not the fastest either, Sensible and World Cup Striker can't be touched in that department. It's simply the most realistic and by far the most exciting. The players are the largest yet seen and do "real" things like players do - roll over and act up when they're hurt, get in the ref's face when they feel agrieved, claim throw-ins that aren't theirs, and a lot more besides. The goalies don't always reach the ball, sometimes it spangs out of their hands completely, and there's no gluey ball or ridiculous aftertouch to allow spawny play to ruin things either. And all this is incorporated into a game engine that allows, nay, necessitates the development of real skill, with crowd noises and amazing commentary to spice things up even more - if that was at all possible. I won't take up any more of your time - I think you get the picture. This is ace, go get it.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	■
ACTION			■	■
CHALLENGE			■	■
REFLEXES			■	■
ORIGINALITY			■	■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR			■	■

GRAPHICS — 94

▲ Large, beautifully-animated sprites which run, turn and kick like the real thing. Other little animations such as protestations to the ref only further the realism.

SOUND — 92

▲ Atmospheric crowd chants and cheers — which get faster when the player nears a goal. The most realistic soccer sounds in a game yet, including the grunts when a player cops a shot in the face!

PLAYABILITY — 97

▲ Nothing can touch it. ISS is quite simply the most playable soccer game yet. Partly down to the realism of the moves, but mainly due to the instinctive but extensive controls it offers.

LASTABILITY — 95

▲ A wealth of sides to play against, and more leagues than Jules Verne. The two-player mode ensures it'll remain lodged in your Super NES cartridge port.

OVERALL — 96

All praise the new soccer king. International Superstar Soccer has flown straight to the top of the Super NES fantasy football league. A no-holds-barred essential game to own.

AS SEEN ON TV

100%

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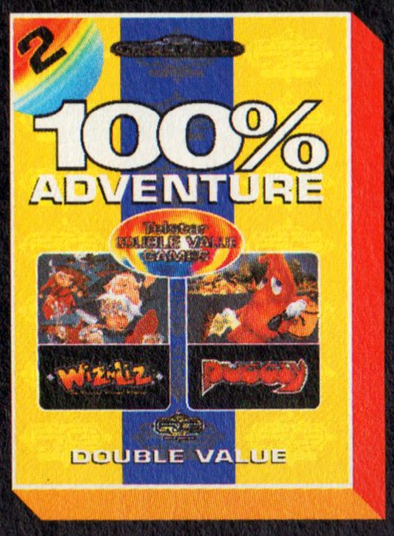

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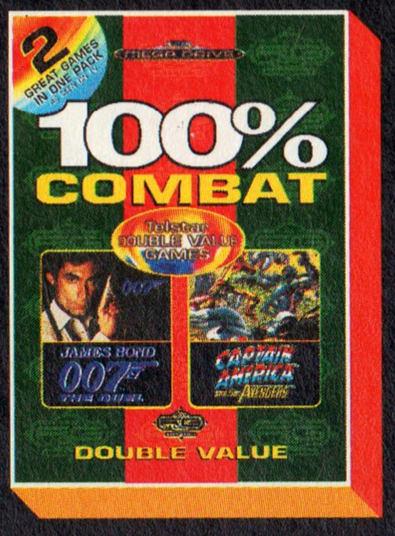
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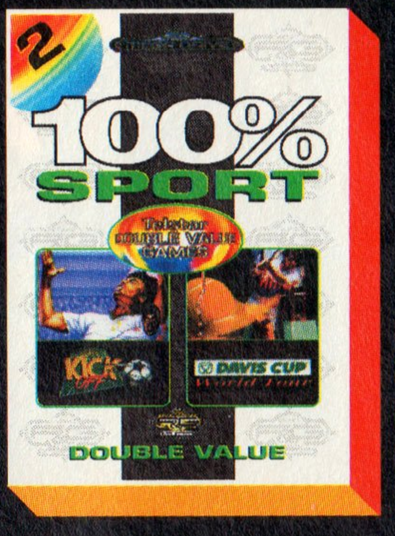

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SPECIAL FEATURE

EXCLUSIVE FIRST LOOK

THE HOTTEST ARCADE SENSATION OF THE YEAR!!

The Beat 'em Up genre is fast becoming one of the most overcrowded in an already filled to bursting market. Unhappily many of these games fail to meet the mark of standards set by Super Street Fighter, Mortal Kombat and King Of Fighters. But now Nintendo and Rare have announced a game that is set to break all previously-known moulds and set new standards in gaming excellence. It's coming to an arcade near you this Autumn and, better still, you'll be able to play it at home next year on the Ultra 64. It's Killer Instinct, and it's AWESOME!

Without doubt the first thing to grab you and yank your eyes out is the startling graphics - something that is fast becoming Rare's trademark. These were developed on Rare's top-flight Silicon Graphics Workstations. However what you can't appreciate is the smooth animation that is both jerkiness-free and very, very realistic. This is because Rare spent a lot of time studying the movement of a real martial artist (who also happens to work on the development team) and have used these life studies together with extensive motion-capture footage to create three-dimensional models for the characters. This is not to be confused with the animated sprites of Street Fighter

Continued on page 96

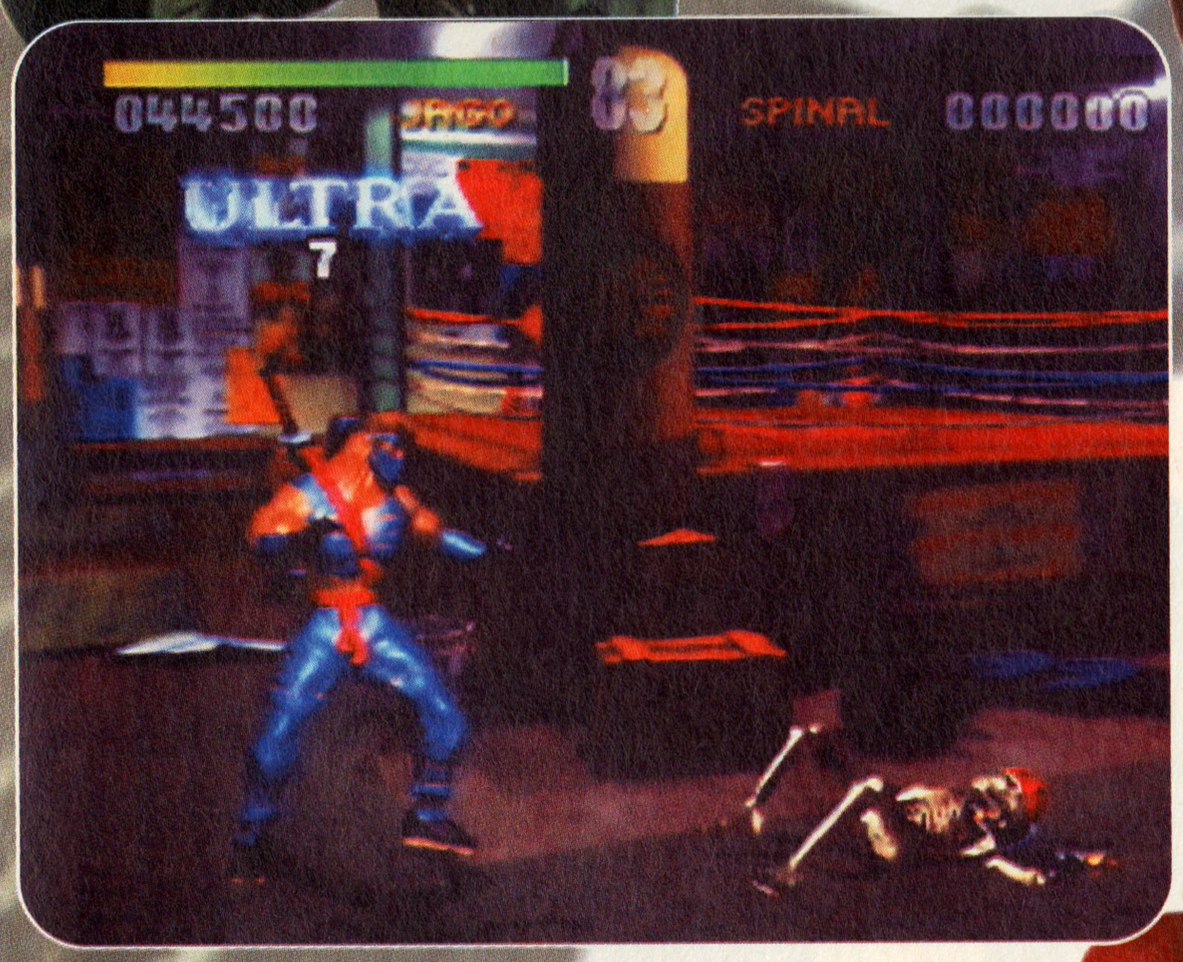
ROUND AND ROUND

In most other fighting games you could win or lose a round then use the few seconds between to taunt your mates. Rare break the rules yet again and have decided to have no pause after each round. This allows for non-stop fight action and the development of huge blisters on your joystick fingers!

SHOW NO MERCY!

Finishing moves? You want finishing moves? Killer Instinct has a coffin-full of 'em. Naturally each character has their own specials and these can only be performed when the loser is totally out of energy and a very ominous-sounding voice booms "SHOW NO MERCY". Then the correct combination of joystick and button wrangling produces some pretty remarkable results - none of yer cissy friendship moves here. Spinal gets very busy indeed with his mighty sword, whilst TJ Combo has a bone-crunching move that is bound to "turn a few heads". To say any more would just spoil it for you...

SMASH YOUR FOES WITH 24 HIT ULTRA COMBO'S!!



FOR THOSE ABOUT TO DIE!

So you've had your ass well and truly kicked, your energy is depleted and there's a big bloke shouting something about "showing no mercy". It seems that death is truly your only friend - or is it? Rare have incorporated a feature whereby wily players on their last legs can input a special move and regain one precious pixel of energy. Not much admittedly, but while in this state they are able to inflict double damage on their opponent. Hooraaarrgghh!!

CHOOSE FROM 10 OF THE HARDEST NUTTERS EVER!!

or the digitised graphics of Mortal Kombat - the Killer Instinct characters are solid, living, breathing, punching, slashing and maiming entities!

THE DYING GAME

Graphics are all well and good but mean jack-squat if the gameplay is missing. Rare have spent the best part of two years playing and studying the other hits (and misses) on the scene during the development of Killer Instinct. It was their own brief to bring something new to the genre - after all they are on record as saying they think "we can do it better" And they think they have too! But before we go any further let's meet the ten guys - and gal - you'll soon be all too horribly familiar with...

FULGORE: A cyber-knight from the future. His special include a long-range spark that forms when he clashes his deadly steel blades together.

CHIEF THUNDER: A native American with a bad attitude and a haircut to match. Beware his spinning tomahawks. They're not just for show you know.

RIPTOR: This reptilian rowdy is none to shy with those razor-sharp talons and a bit free and easy with that tail of his too.

SABREWULF: A gorehound with a definite fondness for the old "claret". Puzzlingly one of his specials includes hurling flaming birdies at you!

JAGO: The token ninja-type. His uppercut is particularly deadly - especially as he performs it with sword in hand!

GLACIOUS: Makes the T1000 run to his mum. He's able to melt down, slither over to your side and reform in a most devastating manner.

B ORCHID: Beautiful but extremely deadly. If she starts twirling those shapely legs towards you, don't stand around admiring them too long.

TJ COMBO: Yep he's a boxer and many of his moves use this discipline. But it's when the gloves come off for the finishing move that you should really try and keep your head!

SPINAL: Still on the Argonauts' most-wanted list. This character is able to reflect long-range attacks as well as lob the occasional flaming skull at you.

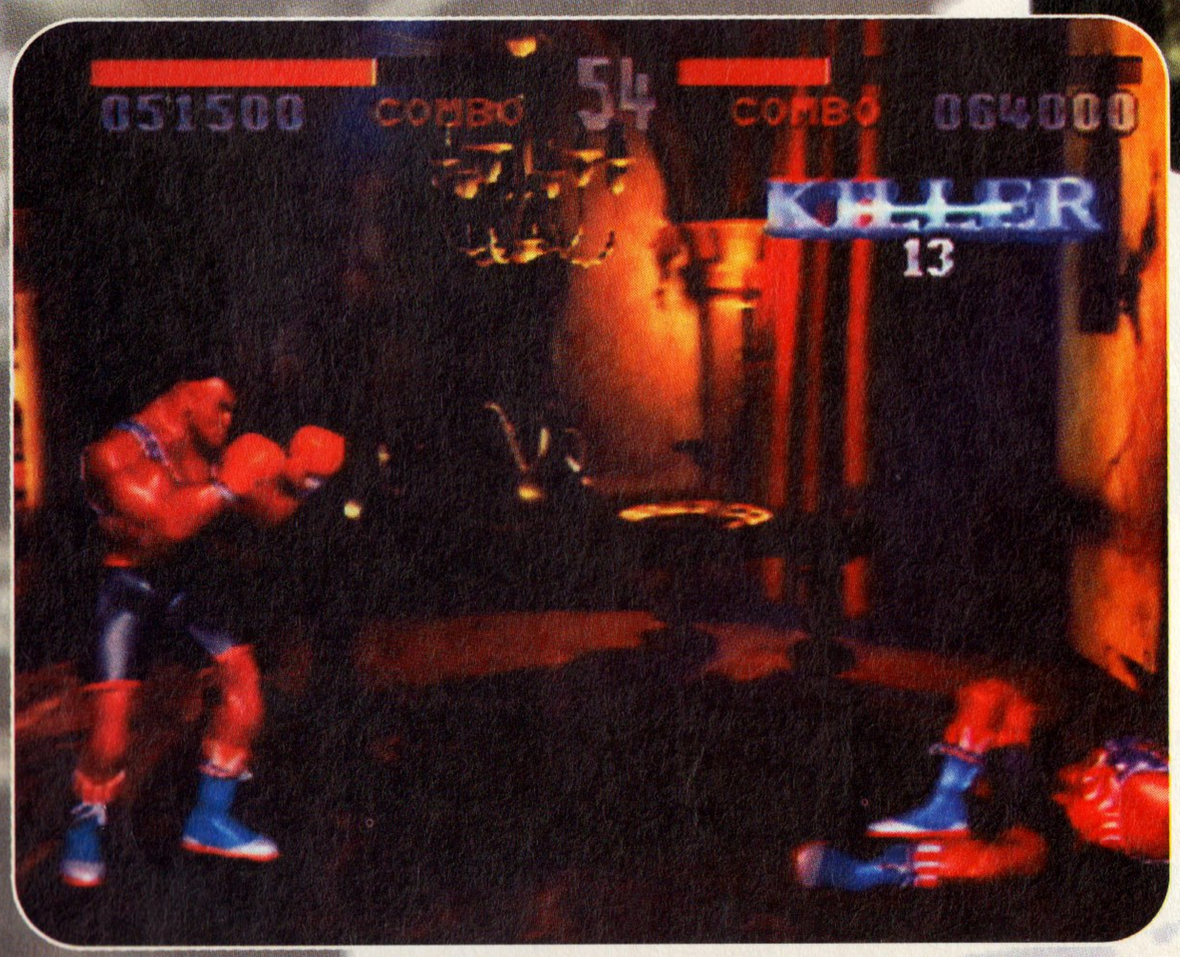
INFERNO: Let's see. He's a fighter completely made up of fire. What could his special be. Take a wild guess.

6 MILLION WAYS TO DIE - CHOOSE 24

The basic style of the game remains the same as many others - it's a one-on-one, best-of-three round battle using a six button configuration - no real need to fix anything there. But Rare felt that improvements could be made in the way the combatants' moves are actually implemented. Hence more points are awarded and greater damage inflicted for moves that are performed by lifting off the buttons rather than by pressing them down - this gives more scope for the development of greater skill. It is also possible to "break" a particularly nasty killer combo if you're quick enough with the right button/joystick moves. Another new feature and especially handy if you're on the receiving end of...

The ULTRA 24-HIT COMBO!

Rare decided that the measly 10-12 hit combos of the likes of SSF2 weren't damaging enough and that what the skilled player really needs is at least 24 ways to inflict maximum possible obliteration. Of course only the most artful players will be able to effect such devastation. Don't worry though, you can always work your way up via the deadly 7, 9 and 13-hit combos. Amongst others!



JUST LIKE YOU'RE THERE

No detail has been spared in this game and the backgrounds are as well- rendered as the combatants. Each of the characters has their own setting, each in three glorious dimensions. Chief Thunder's home background is a rope bridge spanning a gaping canyon where the further you back away the further the action scales out - in pixel-perfect precision! Jago's background is a street-scene, complete with grafitti-covered walls and Pink Cadillacs - All in solid 3D - that Cadillac is real! No simple tricks with multi layer parallax in this game. No siree!

THE HOTTEST ARCADE SENSATION OF THE YEAR!!

GIS' A GO THEN!

By the time you read this it is possible that some of you will already have played the game in your local arcades and are beginning to wonder if it will be possible to reproduce such an amazing experience on the Ultra 64? Fear not, Rare have assured us that despite the fact that the Arcade version runs off its own internal hard-drive, there will be no denigration in quality whatsoever for the home version - graphically or sonically. In fact Rare have stuck their necks out and said that the Ultra 64 version will even be better than its arcade counterpart! Not in the least because they'll have had a whole year's worth of feedback from the arcade version, but also because they'll have had a further 12 months to develop it - and work is already well under way! If you think you've heard these sort of promises before, consider that Rare always deliver - who'd have thought you'd be able to see a game like Donkey Kong Country on the Super NES a year ago? If anyone can, Rare can do it!

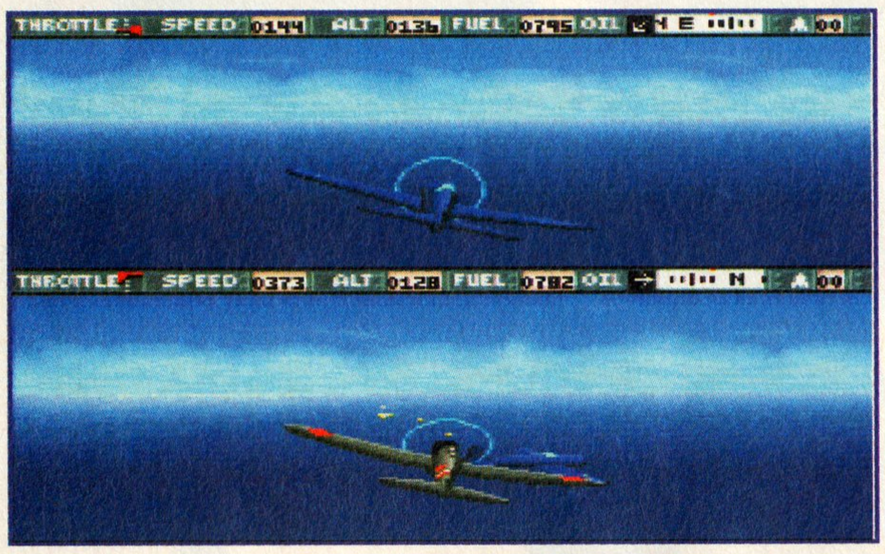
DISCOVER SECRET KILLER FINISHING MOVES!!

THE ARCADES THIS NOVEMBER!!

IN PROGRESS SUPER NINTENDO ENTERTAINMENT SYSTEM

It's all very well with your modern-day war games, but for my money you can keep your Desert Fighters and your Jungle Strikes. You don't want to fly any of those new-fangled harriet chump-jets, you want a good old-fashioned man's plane...

CARRIER ACES

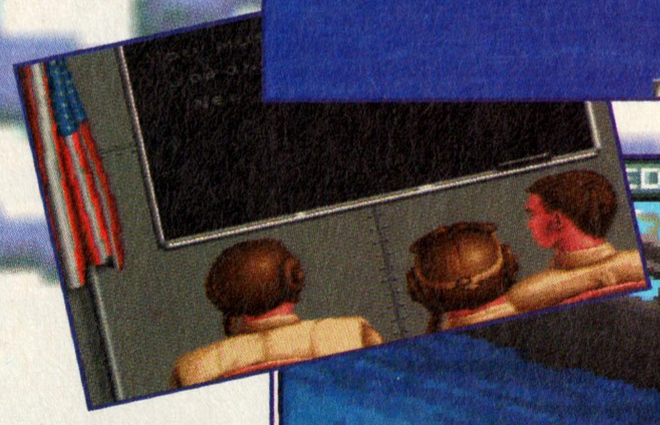


Like a Mustang - now that's a real man's plane. Or the Japanese Zero. By 'eck they could fly. Aye, many's the happy hour we'd spend flying around, merrily blasting each other to a watery grave, bombing each other's ships. Eeh, them were happy days alright, and now you can relive them against the computer or, better still, a friend in Gametek's WW2 fighter sim - Carrier Aces. Carrier Aces takes the player into the mode 7 skies of the Pacific war theatre, where they can choose from a range of carrier-bound US and japanese fighter planes before going into battle in a variety of single and two-player missions. Carrier Aces will be boarding USS NMS for a thorough reviewing in our very next issue.

FLY FOUR TYPES OF WW2 PLANES!
VISIT INTERESTING PACIFIC-THEATRE LOCATIONS!
DROP BOMBS ON ANYTHING THAT MOVES!

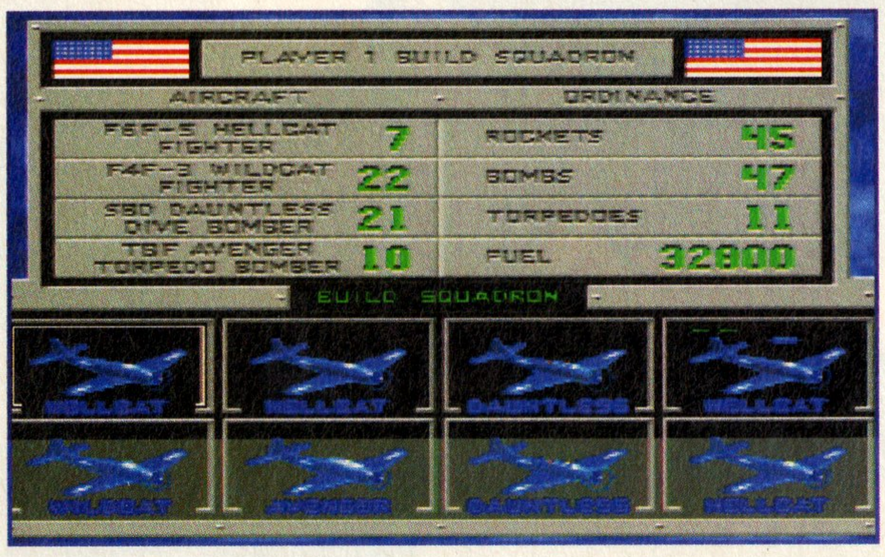
MISSIONS IMPROBABLE

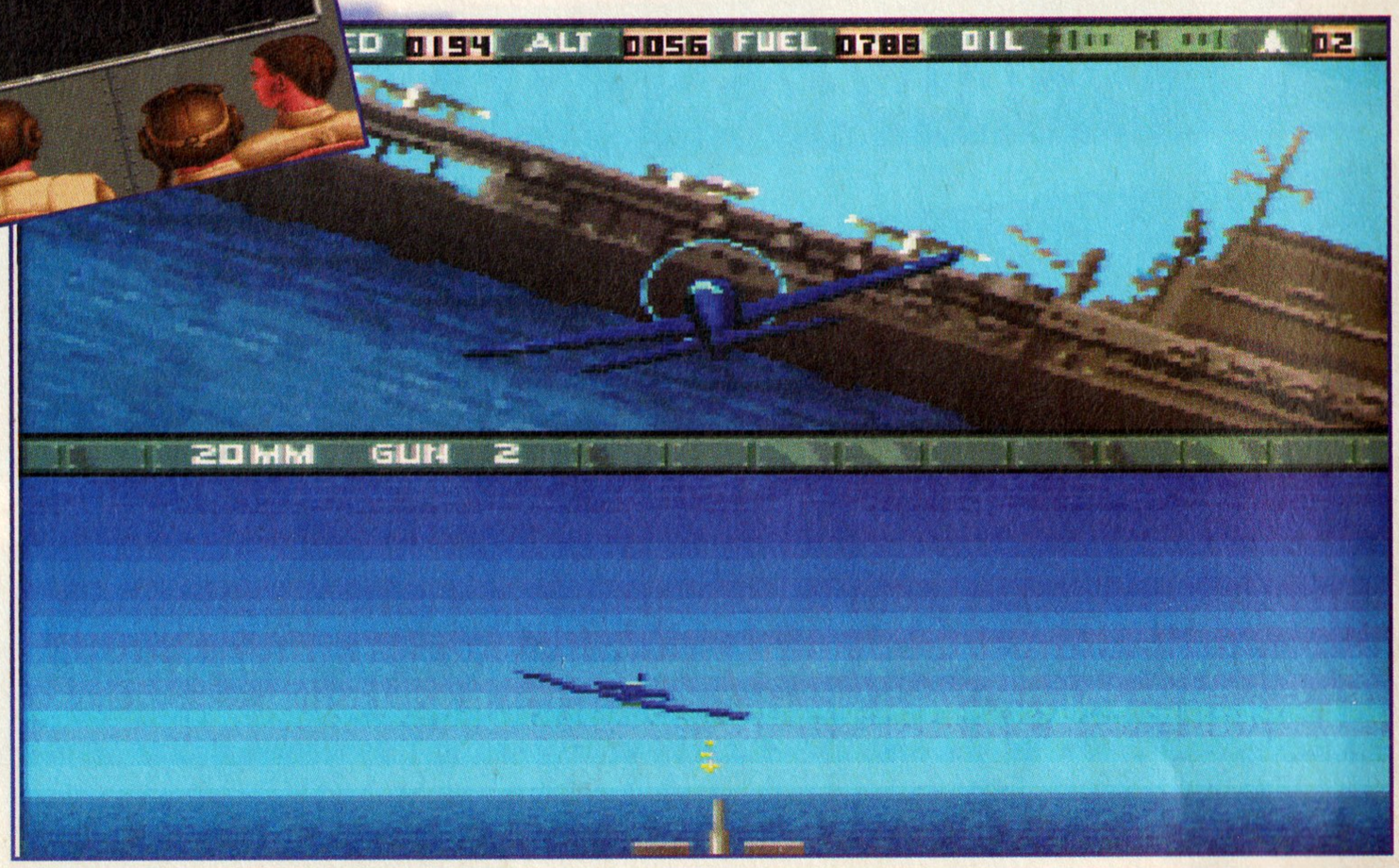
There are seven extended Campaigns in Carrier Aces where a multitude of targets must be destroyed before returning to the carrier. The basic one involves running the gauntlet of enemy filled skies, destroying his planes and torpedoing the pride of his naval fleet. Other missions include dive-bombing and dogfighting 'til death. If all this seems a bit much for your amateur behind, Carrier Aces also allows you to practice all the necessary fighting, diving, landing and bombing disciplines without fear of failure. Two-player games take on a different aspect with each player having their own viewpoint of the action from their own half of the split screen, and being in control of either two planes in a dogfight situation or, more interestingly, a plane and an anti-aircraft gun aboard a carrier in a plane vs ship scenario.



EQUIP OR DIE!

As any WW2 fighter veteran will tell you, there's nothing worse than going into battle only to find that Rear-Gunner Clegg has forgotten to pack the bullets. It's a good job then that carrier Aces allows players to tool-up with just about every method of destruction conceivable. Don't be tempted to show-off and overload though - a heavy plane is a slow plane. That means a sitting duck in plane-talk to you and me.





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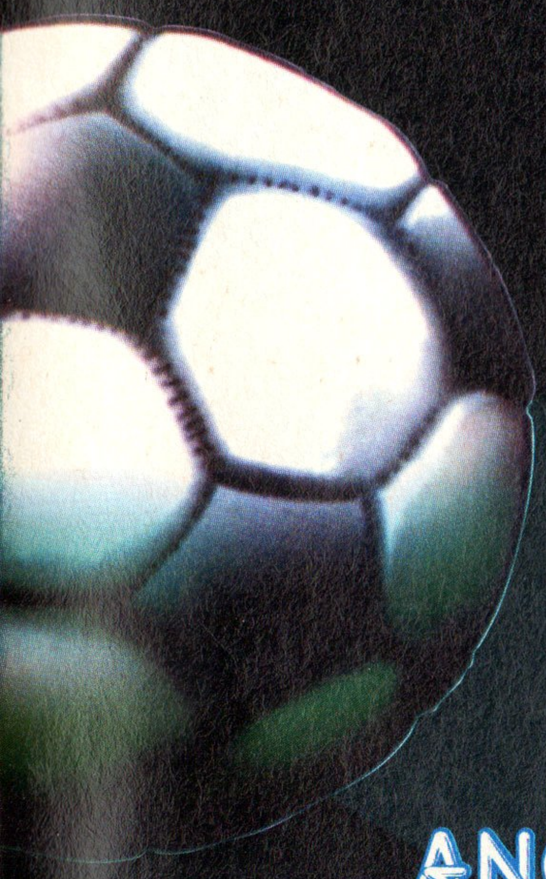
SUPER NINTENDO ENTERTAINMENT SYSTEM



SCORE!

ANCO

VIC TOKAI

Published by Vic Tokai Europe Ltd. Tokai House, 9 Duncan Close, Moulton Park, Northampton NN3 6WL Tel: 0604 671415 Fax: 0604 670864

Screen Shots are illustrative of gameplay and may vary from format to format

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GARY'S GOSSIP

IT'S THAT TIME OF THE MONTH AGAIN! TAKE A DEEP BREATH BEFORE WE DELVE INTO THAT STRANGE AND MYSTERIOUS WORLD OF TOP CONSOLE AND NEW GAME GOSSIP-BASED STORIES THAT ARE BOUND TO THRILL. SUPPOSEDLY...

HEARD IT ON THE X!

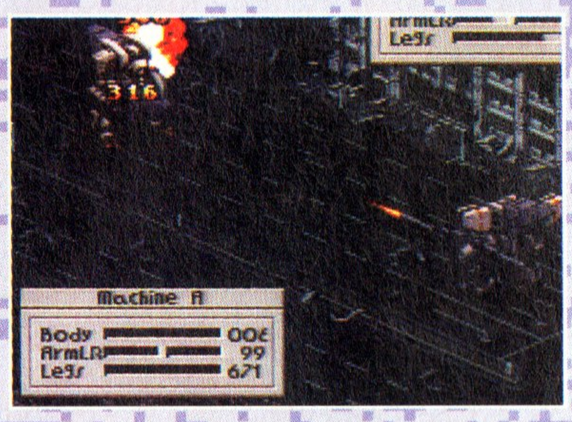
One game that Capcom didn't exhibit at the recent AM show in Japan (see Gossip last issue) was there forthcoming ***X-Men*** fighting game. This 300 meg monster allows you to take control of Marvel's hippest heroes and villians and battle it out with spectacular moves and secret 'power' techniques. The game promises the most thrilling gameplay ever seen along with bigger characters, larger play areas and bucketloads of special moves. Expect a Gaz Goss Special on the ***X-Men*** soon...

ARE YOU 'TEKKEN' THE MICK?

A sure sign of big things in the offing is when big software houses go quiet. And Namco have been suspiciously quiet lately... Now we can reveal exactly why - they've been busy developing what looks like a contender to be one of the the beat 'em up smashes of 1995 - Tekken. Rather than go for the fully-rendered graphic style of Killer Instinct, Tekken has chosen to follow the speedy polygonal path of, say, FX Fighters only using texture-mapping on top of the polygons to create a much more realistic effect, as these screenshots ably demonstrate. Whether Tekken will be Tekken out by mighty Killer instinct remains to be seen, but rest assured that we'll be at the ringside with a full commentary.

MISSION IMPOSSIBLE

Whether you're a fan of RPGs or not you'll surely agree that the graphics in Squaresoft's latest extravaganza, Final Fantasy III, are some of the crispest, most detailed and just plain fab ever seen. Well we think they are and, as such, we were more than a lot interested in promising newcomer, Front Mission, because its characters were designed by the self-same team wot done FFIII. This droid-battling action RPG tells the story of a a huge war between two enormous superpowers - North and South America join to form the USM whilst the Asian nations and Australia band together to make the OCU. Players in this 24 meg monster must first develop and buid their massive assault-suited legions before going into battle across a series of massively detailed 3D backdrops. More on this potential blockbuster very soon.



NOT YET HISTORY

Some time ago we told you of the court case between Data East and capcom over "alleged" similarities between Data East's game, Fighter's History, and Capcom's SF2. Unfortunately Data East won and have been allowed to unleash upon a wholly undeserving public a sequel - Fighters History Dynamite. Like all sequels it features more moves, more characters, more speed and more of the same unoriginal action. More news of this unhot item, however, will not be found in these pages.

TRIGGER HAPPY!

The almighty RPG-producing machine that is Squaresoft looks set to dominate the pages of NMS for a few months to come yet. For, no sooner is the extremely ace Final Fantasy III released than news starts trickling in about their next epic, Chrono Trigger. In fact "Epic" may be too small a word for this game as it is already boasting to be the biggest RPG of all time at a wallet-withering 32 Meg! The game combines the best elements of Square's other two smashes, FFIII and Mana, has a similarly exotic graphic style and is set for release shortly, so expect more news soon. Here are a few more shot in the meantime - try not to get too excited.

(ABOVE) To think that this RPG has twice the memory of Final Fantasy III is enough to make you go a bit wobbly!

PRETTY GIRLS OUT TO PLAY

There's nothing I like better of a Wednesday evening than watching Japanese schoolgirls in sailor suits beat each other up - call it a hobby of mine. Anyway, come December I'll be able to indulge my pastime any time I please when Angel release a beat 'em up based on the "schoolies" from Pretty Sailor Soldier Moon for the Super NES. Now as if the opportunity to take part in such kitten-fighting activities was not enough, this game also allows players the chance to tinker with their teen - though not in the biblical sense of course. No, players may alter their character's combatting capabilities to create their ideal schoolgirl-warrior. Sounds absolutely fascinating. A Final Fight-style coin-op version is also being planned where the girls take on ghosts and monsters rather than each other, which can't be half as much fun really.

BURSTING YOUR BUBBLE

Taito's erstwhile platforming heroes, Bub and Bob, are set to make a return shortly in a puzzle game, of all things. This time they are back in dragon-form and are, rather irresponsibly put in charge of a bubble-firing cannon. The object is a simple one; Bub and Bob must fire the coloured bubbles up to form lines and groups of the same colour whereupon they disappear. Of course, once a few different coloured bubbles are introduced things start to get a tad trickier and players must use guile, skill and more than a little rebound to position thier bubbles succesfully. Makes a change from just another platform game, I suppose.

Follow the NINTENDO code.

The rules of the road have just been torn up and rewritten. Stunt Race FX takes the race game, speeds it up and bashes it about. No other cars look like this or drive like this. With four different viewpoints you can get behind, on top, or in front of the wheel. Or even outside the car. Whichever way you look at it, with the FX chip the action moves a damn sight quicker. Race against yourself, the computer or, with the split screen option, against a mate – loggerhead to loggerhead. With four vehicles, twelve courses and 3D graphics you'll have to go a long way to beat it.

Out on SNES. Price £49.99.

Nintendo®

SEAL'S MAILBAG®

What's brown, gloopy, smells a bit of fish and- has odd bits of - my ghod - what looks like human remains sticking out of it? I wouldn't like to say but it was all that was left under Seal's stool after he'd finished answering this month's bunch of severely mistaken missives. D'you think he's trying to tell us something? Ah, who cares he's only a fat old sea-mammal anyway and... Oh, hello Mr Seal. Only, er, kidding and all that. No! Don't! Not the Mackerel Spanner!! Aiieeeee! Ahem. Please address all your Sealular correspondences to SEAL'S INSTITUTE OF CORRECTIVE PUNISHMENT AND FISH RETRIEVAL, MAILBAG, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

EH?

Dear Seal

I noticed Guangwu bravely ventured to write to John Major in favour of the Kirby Kampaign to erect statues in his name. Now to some people this may appear daunting and make them feel weary over what sort of replay they might get. And, of course, to some of the inferior kind, unlike Seal and myself, they might also feel that some sort of action may be taken against them. Well, let me put your feeble wittle minds at west - it doesn't work like that.

Now LISTEN UP! If any clueless dolts out there do actually want this to happen then it's going to take more than one human (or not as the case may be to those who do not read NMS) to persuade those pencil-pushers in Parliament to get off their fat asses and make some noise, maybe one of you more gullible ones could endeavour to mention that might John Major instead of wasting tax-payers' money on Major cock-ups, use it on granite and pink paint. I assure you it will have the same effects on the country as has that lover of peas - our very own grey drip, John.

And as for you Seal - don't fall asleep - I'm talking to you as well y'know, and put down that mackerel sandwich and listen. You toddle over to the NMS Palace and tell them instead of encouraging poor, defenceless Peters and Janes to put pen to paper, do it yourself. Draw up a petition to be signed by millions of fat pillows and at the same time set yourself a good example!?!

Idog Oon, An Don-An Dôn

SEAL:Somewhere, hidden very deeply in a mass of angry and confused thought, there is a point to this letter but I'm chuffed if I can figure it out. Something about our ongoing Kirby Kampaign I think. But all that stuff about fat pillows, Peters and Janes, the shocking grammar. Ooh, I need a lie down and it's the first letter too. Tell me, do your milk bottles have small puncture marks in the lids? Does the milk have a strange, almost bitter aftertaste? Does the Milkman have long hair?

(ABOVE) A good effort from Justin Noble, although I'm a little concerned about what's going on in the bottom right-hand corner.

(ABOVE) *Paul Kemp did this with his big sister's felt tips - it'll be an X Blaster to his ass when she finds out!*

(RIGHT) *More Mega Manular action from Andy Lloyd who lives in a place called Mold. How fitting.*

QUE?

Dear Seal

How are you? I' m fine. I have a Super NES. Do You? My daddy is a millionaire and we own a mansion. You do not.

Hahahahahaha!! To the point - I bought Kirby. When I opened it I found:

a. It was a bit sad.

b. It got worse.

c. It became even worse.

In the end, after all your recommendations, I found he was tacky. I have just got angry and kicked mu Super NES. I hereby declare that Kirby the kipper is SAAAAADDDD! Do you agree? I do.

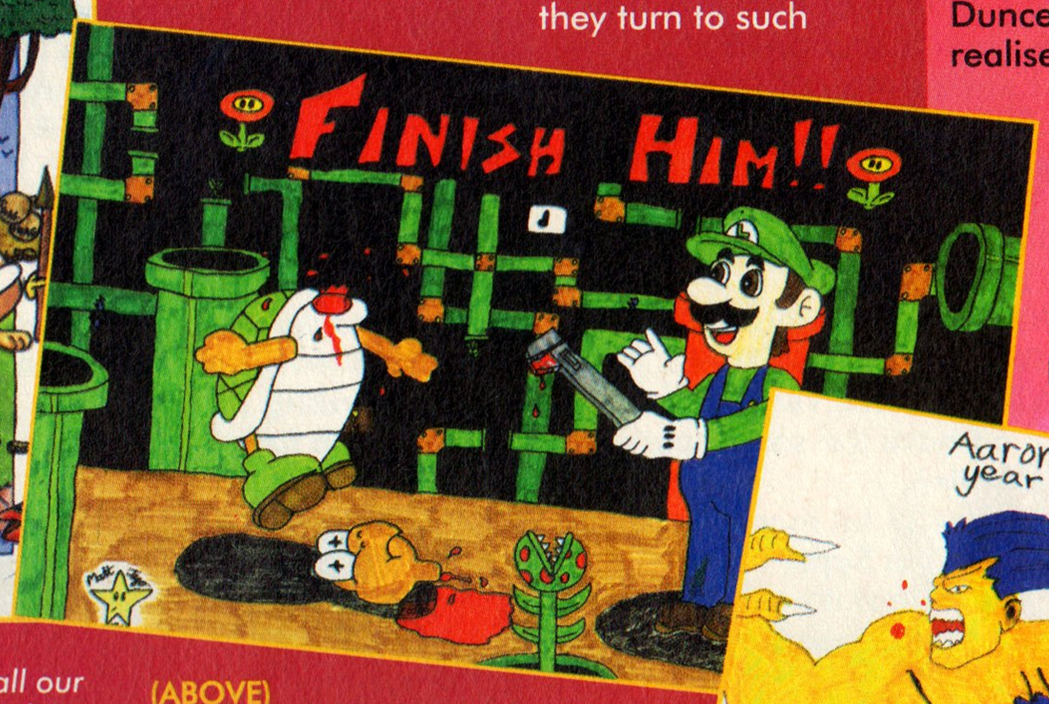
PS I am cool and you are not.

PPS Your mag is cool and I deserve to be printed.

Oops Losthisname, Nowhere good

SEAL:Oh dear. More Kirby Kontroversy! What I should mention, at this point, is

the reason why I lost his name. Y'see Paul happened to glance at this letter and tore it out of my hand, photocopied it and faxed it out to the various members (and they are indeed most numerous) of the Kirby Korps, with a big ring around the bit with your address on. So all I can say is don't answer the door to strangers - especially those wearing pink Kirby kecks and bearing large pointed sticks.



(ABOVE) *Sigh. If only all our Mailbag art was as good as this meisterwerk from the golden paintbrush of Brian Francis. Don't be put off if you can't paint as well as him, though. He's got a girl's name for a surname so that kind of makes up for it.*

(ABOVE) *Matt Jago, the Nintendo lawyers will be contacting you in a few days...*
(RIGHT) *Aaron' Price's mum asked us to print this - so we did. And it's quite good actually.*

WASSAT?

Dear Seal
You will probably think I'm sad but I'm keen to get an Amiga, but I already own a Super NES with nine games. I would like to hear your thoughts on getting a second hand computer because I can't think of any decent games to get other than MK II, SSF II, Super Metroid and Stunt Race FX. Also one more thing, one of the main reasons for getting an Amiga is AMOS, now, could you design games like Lemmings or Formula One Grand Prix?
G Rush, Ipswich
SEAL:Quick, call the Tragic-Abscence-Of-Taste Police before it's too late for this misguided fool. The only reason to buy an Amiga is if you seriously desire to downgrade your games and handicap your playing with its laughable two-button controllers. As for AMOS, well I went to Emmerdale and he denies all knowledge of any Racing Lemmings - even when I gave him my biggest Chinese burn.

MUMMY, I'M SCARED...

Dear Seal
As a Super NES owner I have been wondering about the way the NES has been treated lately, mainly in regard to the new 64 Bit Nintendo machine. I am worried that the Super NES will be dropped as this machine firmly gets its grip in the games industry. Will games companies continue to create games for the Super NES as a more dated machine when the Ultra 64 is released? Will Super NES owners become low priority? This could only damage the games industry, and if the companies do all expect to drop the Super NES as they did the NES they should all be lined up and shot! People who cannot afford the new machine and its software will end up not buying anything and the games industry shall collapse completely and Sega shall rule dominant - what a disgustingly horrible thought! I do hope they won't discard the Super NES but if they do I, and many other games players will lose faith in Nintendo and end up never buying anything from them ever again. Also I agree entirely with the letter sent in by Bon Mo - ELSPA must be mad! Why don't they turn to such issues as why Jurassic Park was a PG film when it should have been a 12, and stop £$%*&!! off all us potential games players and let us get on with what we're best at.
Stephen Colls, Scotland
SEAL:Erk! A sensible question, this means I have to give a sensible answer, I suppose. Your interpretation of the current state of the games industry is all wrong, old friend - progress=death is not the correct equation, it is in fact the other way around and the games industry will be dead on its feet within a very short time if we do not get this new technology up and running. This does not mean, however, that the Super NES is a goner, especially in light of the really quite fantastically significant advances made with Donkey Kong Country. many companies are now looking at ways to bring games out of this standard for the Super NES, and Rare are looking into the commercial viability of licensing the technology they developed for DKC to other companies. The NES did not have this kind of potential, as good a machine as it was, hence its speedy demise. I think we can sleep soundly knowing the Super NES will be around for a couple of years yet. I've got to go now, my head hurts.

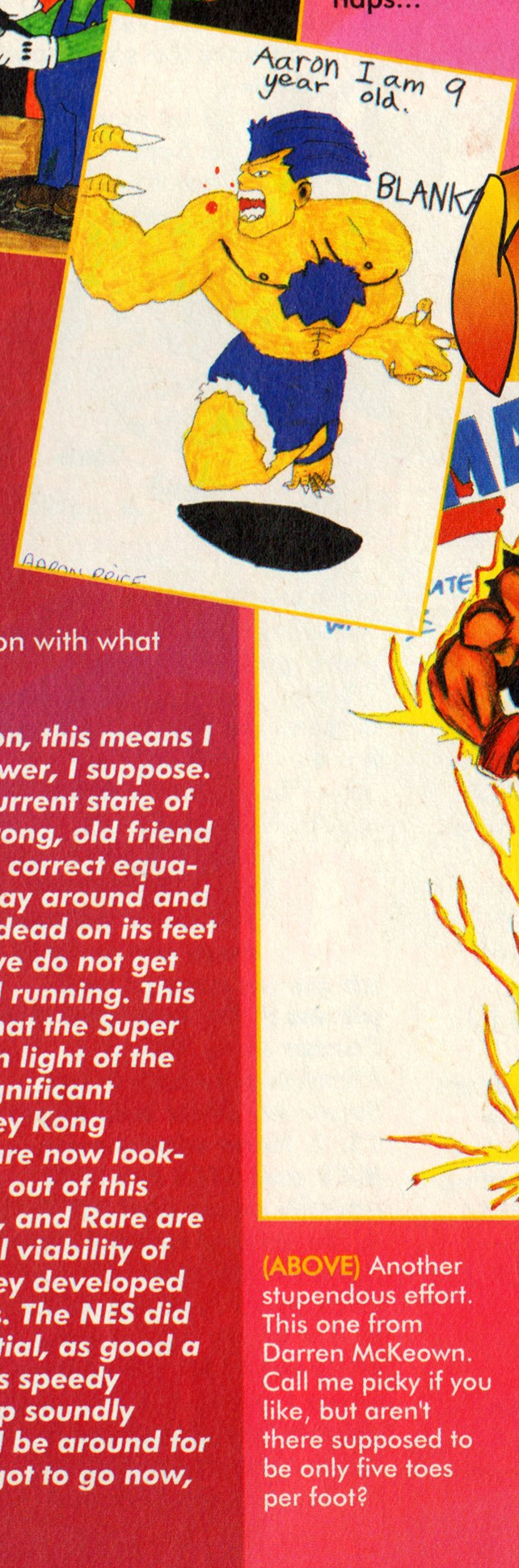
Mystic Seal

He only ever appears in the wake of great sadness, writes his responses in ancient runic letterforms and chuffs off without so much as a by-your-leave - he's a bit Mystic like that, apparently. If your name is down here, the death of a thousand shames upon you...

John Moore of Palmers Green is officially the last person on Earth to fall for the old MK gore April fool, making him a bit of a November dolt. Libel the guy who told you that you had brains.

Sean Westerman, are you sure your "alleged" joypad excellence is the real reason why they call you Bill The Bandit? Think about it.

Dunce Hornsby of Redditch, do you not realise the abject stupidity of your self-satisfied but idiotically thought-out point? It's about the oldest argument in the world, and certainly the most boring. Do you not read the mag? Did you not have something better to spend 19p on than wasting our time? Some friends perhaps...



(ABOVE) Another stupendous effort. This one from Darren McKeown. Call me picky if you like, but aren't there supposed to be only five toes per foot?

Lost Vulcan of Suffolk, I'd have printed your letter only it would have sullied these pages and put the readers off. Goodbye unhappy child.

Q&A: READER SYSTEM

GAME RELEASE

WHAT TO BUY

NEW TECHNOLOGY

How many times have you lay awake at night, tossing and turning, wondering just what the technical specifications of the Ultra 64 are going to be, how many MIPS it's going to be able to handle and other such details? Come on, admit it. Admit that you do it every night and are indeed a very sad person. But hey! It's okay, you can banish those sleepless nights once and for all simply by passing those niggling questions onto our technical experts here at Q&A - let them have the sleepless nights instead. So if you're in a quandary over your queries write off to ANDY'S THE BOSS NOW Y'HEAR? YEE HA HA Q&A, NMS, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

GAME GIRL

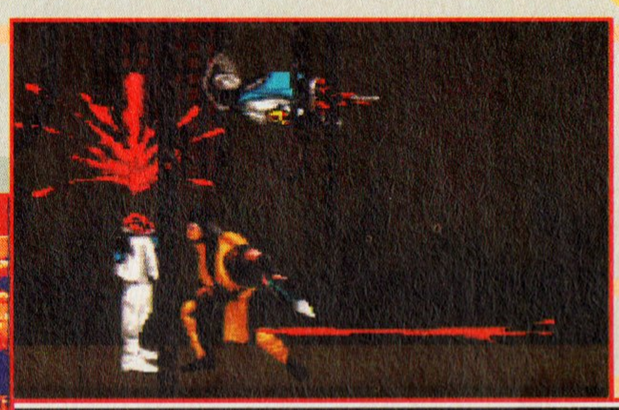
Q Dear Andy
Could you please answer the following questions.
1. What order would you put these Game Boy games in: Darkwing Duck, Jungle Book, Taz-mania, BC Kid, Link's Awakening and Tiny Toon Adventures?
2. When will Bomberman on the Game Boy be released?
3. When is Jelly Boy on the Game Boy coming out and is it worth the money?
4. What is best the Handy Boy or the Booster Boy?
Serena Stean, Isle Of Wight

A ***ANDY:1. Link's Awakening is the best by far, Tiny Toons is my second favourite and the rest are all good but pretty much the same. 2. It's been put back for a while so probably not until early next year. 3. It should be out very soon and it's not too bad. 4. Neither, get a Super NES and a Super Game Boy.***

TECHNO! TECHNO! TECHNO!

Q Dear Andy
Please answer the following questions.
1. Are there any decent flight sims coming out for the Super NES? If so please list them.
2. Is there any chance of X-Wing coming out for the Super NES?
3. Please list the following in order of preference:MKII, SSF2, Rise Of The Robots.
4. Is there an official release and price for the Ultra 64?
5. Is any of the following true: It will used a silicon-based cart. It will run at 500 mhz. It runs standard Super NES games. It runs 100 000 polygons per second. It has 24 bit colour.
6. Will it be compatible with HDTV and what is HDTV?
8. Will the home version of the Ultra 64 have the same specs as the arcade?
8. Will the 32 bit machine be an add on to the Super NES?
9. It is said that it's meant to be VR without the headset, if so will it use the 3D TV we saw on Tomorrows world a couple of years ago?
10. How many polygons a second can the SFX 1 and 2 chips handle?
James harbour and Richard Ross-e Skedd, Tunbridge Wells

A ***ANDY:1. No plans for the sort of flight sims you mean although there are several simish games around and planned. Try Turn and Burn, Carrier Aces, Wings 2, Pilotwings (which is ace), Super Air Diver and Super F-15. 2. None whatsoever. 3. MKII and SSF2 are both equally smart and ROTR isn't. 4. No official release date has been announced although last quarter 95 is being talked about along with a price tag of about £150. I'll believe it when I see it. 5. Sorry to disappoint you but there is so much spec-ulation about Nintendo's mystery machine at the moment that it would be foolish to confirm any of your guesses and all the mags that printed specs so far have been printing hearsay. 6. Again who knows, not us.***



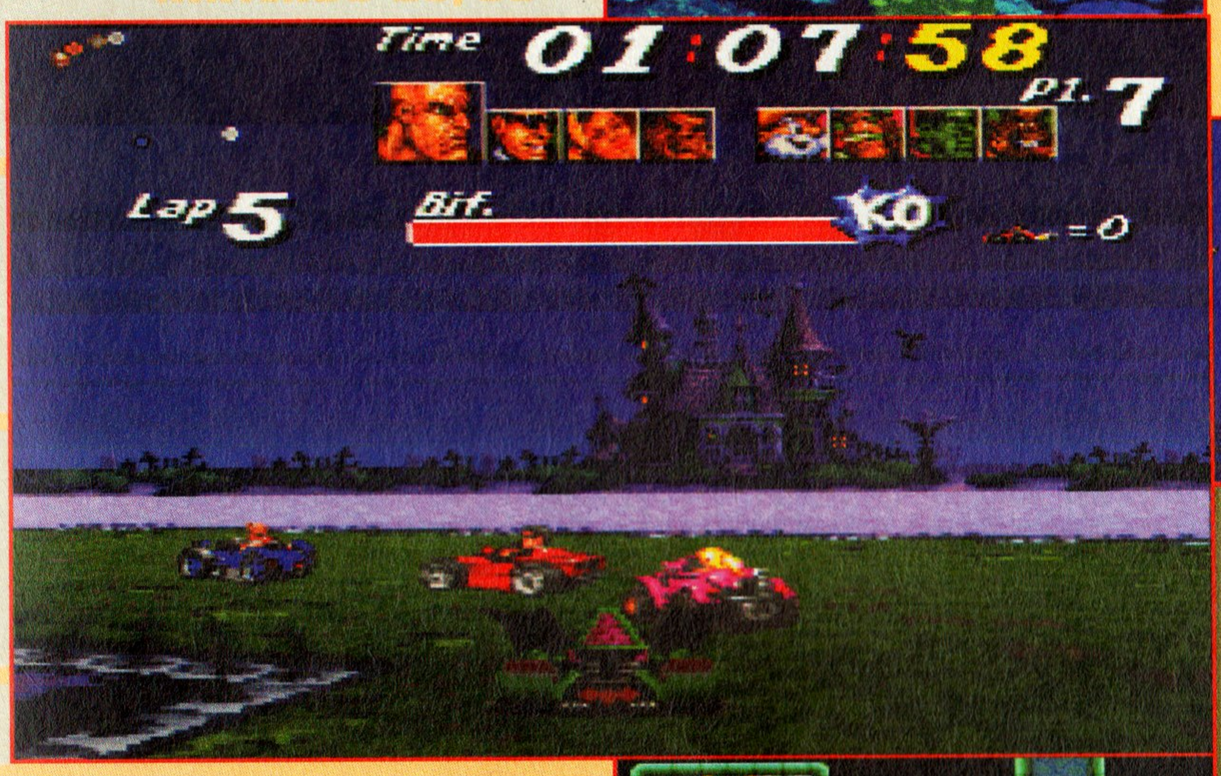
ULTRA BOY

Q Dear Andy
Please answer these questions
1. What should I get at Xmas - loads of games or wait for the Ultra 64?
2. Will MKII, DKC, SSF2 Turbo and Earthworm Jim be coming out for the Ultra 64?
3. How many games will be released with the Ultra 64?
4. Will it still be under £200?
5. What do I have to do to be a games tester at Nintendo UK?
Simon Singh, Peterborough

A ***ANDY:1. I'd go for loads of games - there are a ton of great titles around at the moment and you can release from Nintendo states that it will be a stand-alone unit that'll take its power from batteries(?) 9. The press release says it will utilise some sort of goggles - 3D Specs anyone? 10. A lot, not many, 36 I dunno.***

HDTV stands for High Definition Television and has an amazing picture quality. Japan already broadcast some of their TV in this format, the lucky chuffers. 7. If Nintendo are to be believed it'll be exactly the same and, If Rare are to be believed, it might even be better - they boasted that the home version of the stunning Killer Instinct will be superior to the coin-op. Lawks! 8. The latest press

always pester your folks for the Ultra 64 next year. 2. No announcement has been made about the release of any of the title mentioned. However, I'd be very surprised if they all didn't turn up on the machine. 3. Lots are being planned including Killer Instinct, Cruis 'n USA and Turok Dinosaur Hunter, keep your eyes on this very mag for more news on more releases. 4. They reckon it will so let's hope so. 5. They don't really have games testers, they have the famous Hotliners and to become one you have to be good-looking, wealthy, extremely spawny and write to the Head of Personnel at their HQ at Unit E1, Fareham heights, Standard Way, Fareham, Hants, PO16 8XT.



FOOTBALL KERAZY

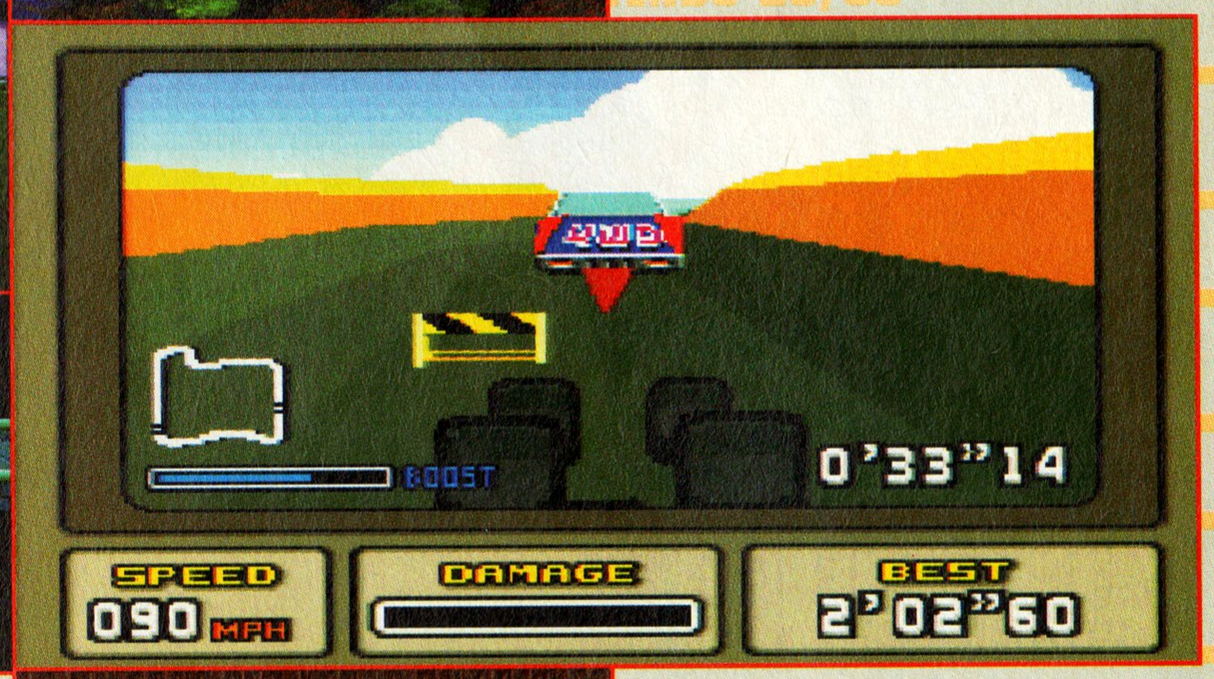
Dear Andy
Please please please answer my questions. I'll be grateful if you do.
1. I heard that there's FIFA Soccer 95, is this true?
2. Which are your top five Soccer games?
3. What do you think of MK II?
4. When is Bomberman II out?
5. What's Dragon like?
6. What are your five best games?
7. Give me a tenner.
E Mustafa, London

ANDY:There is such a game, alas there are no plans to release it for the super NES as yet. 2. My top faves are International Superstars Soccer, FIFA, World Cup 94, Striker and Sensible Soccer. 3. It's as cool as cool can be. 4. Now-oo. 5. It's rather a lot like a scrolling beat 'em up and not that bad by our reckoning. 6. What? Only five? Oh, all right then: NBA Jam, MKII, Super Metroid, Donkey Kong Country and Earthworm Jim. 7. Up your kilt, quilt child.

MR PROFESSOR BRAIN

Dear Andy
I have some questions that I'd like answered, so if you'd be so kind...
1. Will there be a premier league soccer game for the Super NES and is there already a J-League soccer game?
2. I am about to begin a course in Desktop Publishing. When I finish I earn a BTEC level 2. Would this qualification be enough to get me a job on a video games magazine?
3. I cannot decide whether to get a Jaguar, Saturn or Ultra 64. I only want the Jaguar for Aliens Vs Predator and the Saturn for Daytona. Will Cruis 'n USA be similar to Daytona? If not will the Ultra 64 have any other games similar? And will Aliens Vs Predator be released on the Ultra 64?
4. From what I have gathered about Powerslide there is no behind-the-car or cockpit viewpoint. Is this correct?
5. On the Super NES charts will Game Boy releases be included because of the Super Game Boy?
Alistair Webley, Cheltenham

ANDY:1. There's a Manchester United game currently in development and there are two J League games available, neither of which are really up to much. 2. Son, you're already over-qualified! 3. Daytona is not the same as Cruis 'n USA although they both utilise rendered graphics. However, I should imagine that once the Ultra 64 is up and running we'll be swamped with racers in a Daytona-esque vein and I severely doubt that Aliens Vs Predator will get released, what with it being an Atari game and all that, but why play that when you'll be able to play an all-new Ultra 64 version of the fantastic Doom (see News). 4. Your suspicions are well-founded and Powerslide is overhead-view only, and all the better for it if you ask me. 5. Gee, I dunno. One chart's for Super NES games and the other's for Game Boy games. Take a wild guess!



HE DREAMS OF GENIE

Dear Andy
Please answer my questions honestly.
1. I love arcade lethal Enforcers. Is it really any good on the Super NES?
2. Where can I buy a player-two gun and how much will it cost?
3. Do Action Replays and Game Genies break your games permanently?
4. Which is best out of Stunt race FX and Street Racer?
5. Is there a Mario Kart 2 coming and when?
Nick Graham, Liverpool

ANDY:1. If you like the arcade game so much you'll most probably like the Super NES version. 2. If you can't buy it in the shop where you buy your games try asking Konami on 0895 853000. 3. No, but they're horrid devices for gaming gibbons anyway. 4. They're both entirely different and I love 'em too much to decide. 5. I doubt it - maybe for the Ultra 64.

A LOYAL READER

Dear Andy
As I've contributed to your salaries since issue 1, pleeeease answer my questions.
1. I have recently purchased a Game Boy, what are your top five games for it? I already have Tetris.
2. As you gave all of the following 92% please list the following in order of greatness; Return of the Jedi, Earthworm Jim and Super Metroid.
3. I have Super Mario World, SFII, Starwing, Zelda, Flashback, Zombies, FIFA and MKII. What next?
4. In your opinion is the forthcoming Jungle Strike as good as other consoles?
Ross Gorman, Woking

ANDY:1. Good purchase. My top five have got to be Wario Land, Donkey Kong 94, Kirby's Pinball, Link's Awakening and Monster Max. They're all thoroughly excellent. 2. Well they all got 92% because they're all brilliant but not necessarily for the same reasons. Buy them all and stop making my brain sore please. 3. Donkey Kong Country you fool! 4. In my opinion, yes. If they ever get their asses in gear and release it, that is.

5 different **GUNS**,

MISSILES, super missiles,

2 kinds of **BOMBS**

and a change of clothes.

Well, she is a **GIRL** remember.

Samus Aran, the most fearless bounty hunter in the galaxy
ever; Super Metroid. It's a shooting, grappling, morphin

Nincredibly Ninvolving

is back in Nintendo's most challenging game

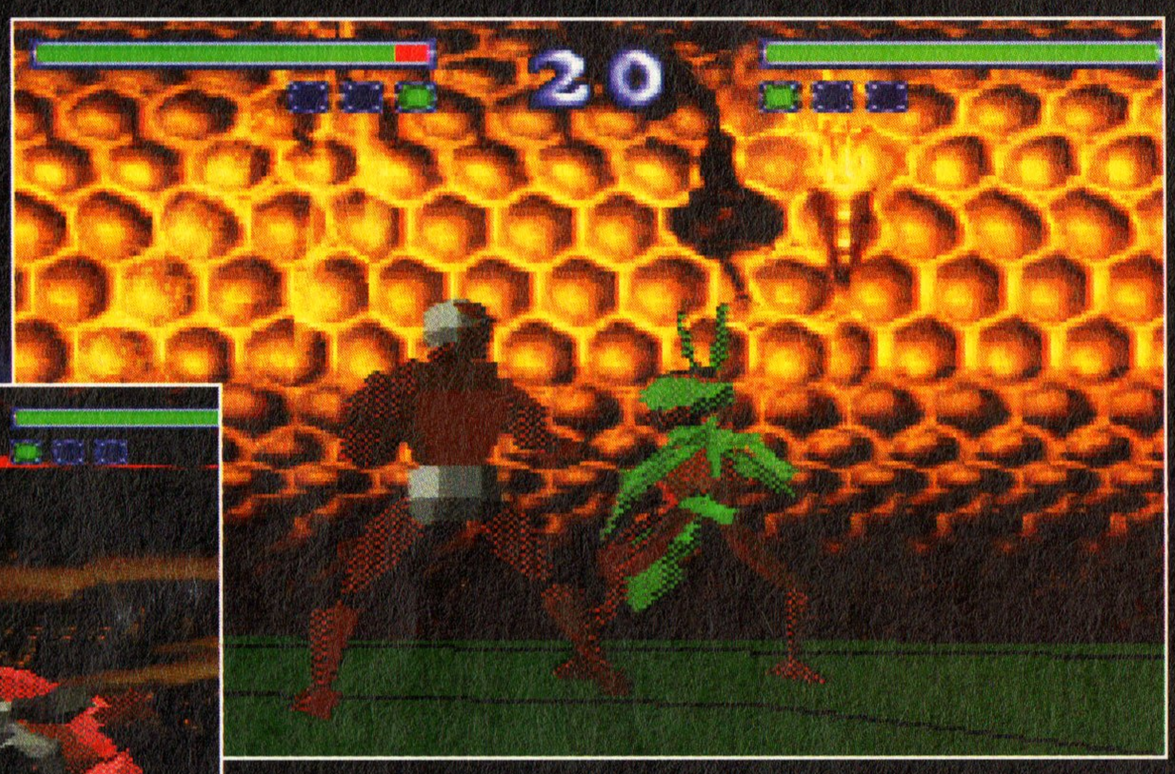
g, brain-numbing 24 meg monster of a game

Nintendo®

IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

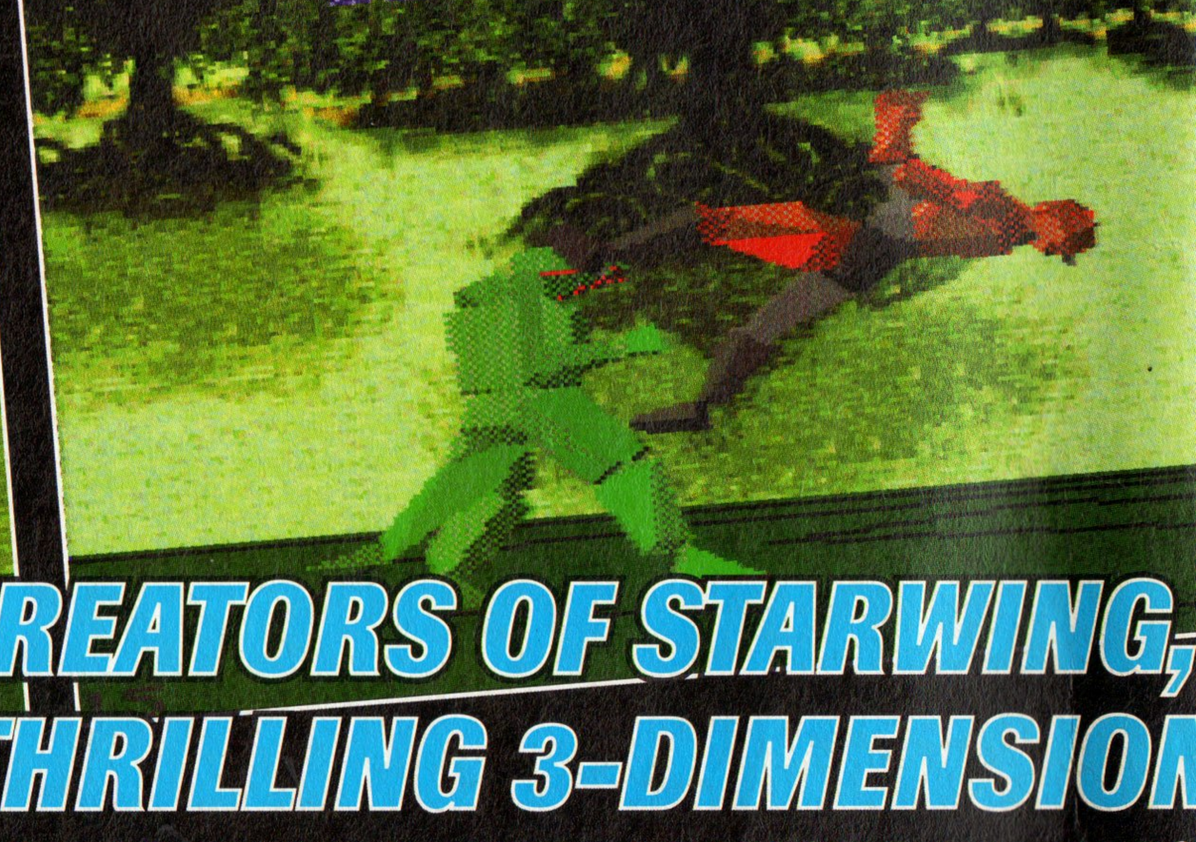
FX FIGH



(ABOVE) Superb animation allows scenes such as this to pack a real whallop!

(RIGHT) The movement of each fighter is perfect. You can almost feel this roundhouse to the kneck!

(ABOVE) Venam and Ashraf close in on each other at the start of a bout. The perspective changes to give players the best viewpoint of the action.



When NMS spoke to Argonaut about Vortex a while back they showed us early versions of an elaborate new fighting game in development for an American communications company, GTE. Though the game isn't due for UK release until April '95 at the earliest we knew you'd like to see something much sooner than that.

There's no denying the game is heavily inspired by Sega's still popular Virtua Fighters coin-op. However the game's development has been done from scratch, with Argonaut's programming team examining the problems of a polygon-based fighting game for themselves. As Argonaut are have been used extensively by Nintendo to produce 3D games their expertise in this area is unquestionable.

All code is initially written on PC then downloaded to a Super NES workstation. Though the PC is capable of more spectacular graphical effects, already the Super NES version is more playable because of the more adaptable Super NES joypads. Whereas the PC version only makes use of two buttons to throw kicks and punches, the Super NES currently uses four with the finished version possibly using all six. Unlike standard beat `em ups the action in FX Fighter is viewed from

FROM THE CREATORS OF STARWING,
ENGAGE IN THRILLING 3-DIMENSION
POWERED BY THE LATEST FX 'MARIO'

SUPER NINTENDO ENTERTAINMENT SYSTEM

IN PROGRESS

TER

(ABOVE) Oomph! A push kick lifts this sorry fighter off his feet!

EXCLUSIVE FIRST LOOK

many perspectives. The characters are created in the same way as 3D models, then programmed to perform complicated animations. In order to retain fluidity Argonaut have made skillful use of Silicon Graphics workstations and a specialist animation package created by a company called Wavefront - whose clients also include Capcom and Taito. Animations are stored as Wire Frames and programmers can examine the movement of each frame, ensuring that every sequence joins smoothly with the last. The results are very impressive indeed.

FLIPPED OUT

One move that is sure to look amazingly cool when used in a combination attack is the back-flip. As a fighter back-springs out of reach he or she clips the opposition with their feet causing the unfortunate recipient's head to rock backwards quite painfully!

DEAD RINGER

A feature borrowed from Virtua Fighter is the 'Ring Out' victory. The fighting area has no barriers and, though players don't get physically damaged should they fall out, the pain they suffer to their pride is infinitely worse as they are instantly disqualified.

PROMISE OF THE FUTURE

By observing the skill with which FX Fighter is being put together and witnessing the spectacular results on screen it is fare to say that Argonaut are helping to extend the Super NES' appeal as it prepares to battle the more powerful machines being released shortly in Japan. Incidentally, while we're on the subject of Jez San and co, the word on Starwing II is, er, nothing actually. However they do assure us that the project is nearing completion and the world ought to see something of it pretty soon. Those guys, eh!

STUNT RACE AND VORTEX!!
AL FIGHT ACTION!!
TECHNOLOGY!!

IN PROGRESS

SUPER NINTENDO ENTERTAINMENT SYSTEM

FIVE ALIVE

At this early stage there are only five fighters complete, with a further five expected to appear in the finished version of the game. Also every character is using the same moves which is something that is sure to change for the end product. At least it had better!

MAGNON

Inside Magnon a fire burns. This has nothing whatsoever to do with passion as Magnon is a silicon based creature whose core is red hot. Use oven gloves when punching this guy!

RYGIL

A nasty military type who kind of likes the colour red. He's got red hair, red boots, red stripes on his purple uniform and a red collar. He's obviously trying to disguise the fact he has green skin, but we know Rygil - WE KNOW!

SIREN

The token babe of the bunch. She is lithe and more than a little sassy with her fighting technique taking on a more gymnastic approach in favour of the more brutal styles of the others.

JERZAN

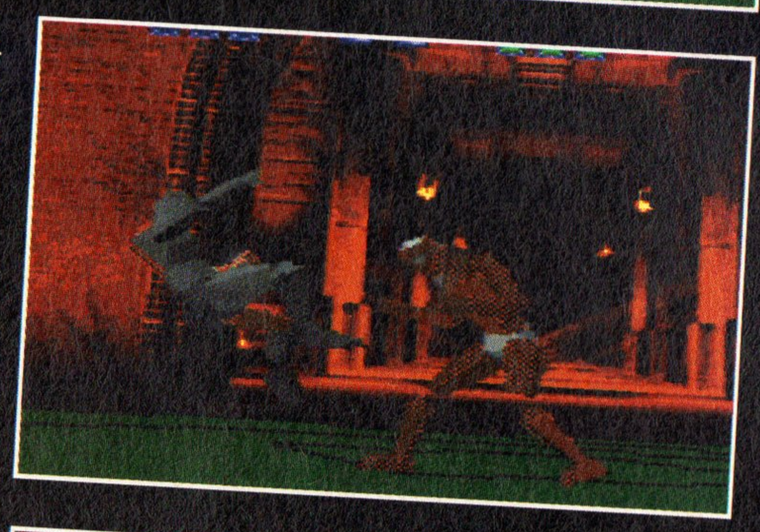
A real bovver boy, Jerzan! No hard and fast rules govern his reckless style. Jerzan depends on his steel toed boots, studded chest straps and knuckle protectors to get by.

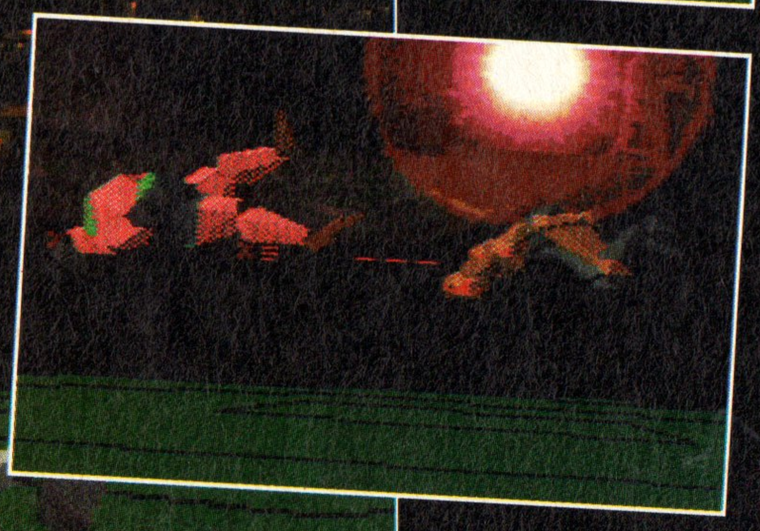
AULA

Someone must have misinformed Aula that she was going to an all-nighter instead of an all-out fighter. She adorns herself in gold jussabout everything and sports a nifty green mohawk that's sure to catch your eye. In the meantime her fists and feet get busy about your body. Ouch!

AND THE REST

Other characters we saw, as yet unnamed, included a Praying Mantis type creature, a huge hunk of rock that resembled Thing from the Fantastic Four and a cool terminator style robot. As you might expect every fighter has a home turf and, as you can see from the screen shots they're pretty groovy too - though not as complex as those seen in most other fighting games. Certainly there are no animations to speak of yet.

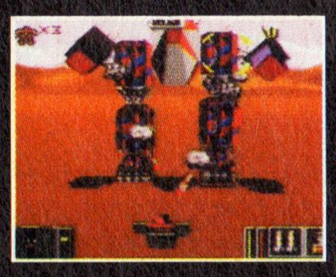




VORTEX

SUPER FX

A STORM'S COMING



VORTEX - 93%

"AN ESSENTIAL BUY" "SUPERLATIVE BLASTING ACTION INDEED" "BUY YOU FOOLS BUY" "YES, IT'S BETTER THAN STARWING"

NMS

SONY ELECTRONIC PUBLISHING

SUPER NINTENDO ENTERTAINMENT SYSTEM PAL VERSION

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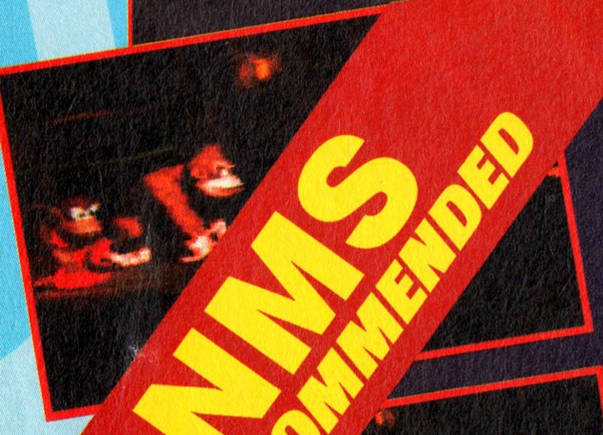
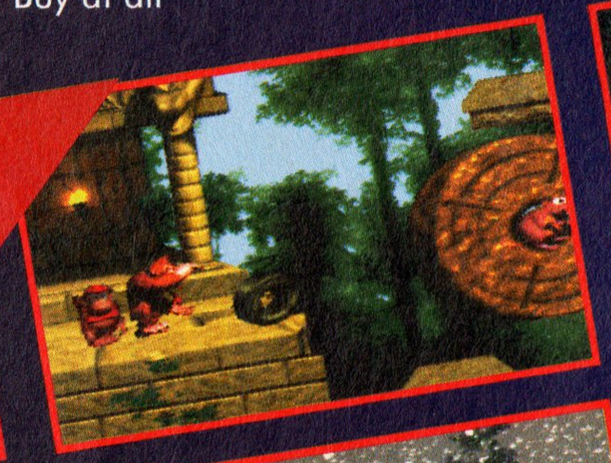
DONKEY KONG COUNTRY

NMS RECOMMENDED

FORMAT: SUPER NES
BY: NINTENDO

The national guard have been called to duty, local authorities have been warned, crowd control measures have been implemented and the big retailers have been oiling their cash tills in anticipation of the release of the game of the decade. That's right, it's here and it is going to be absolutely MASSIVE! Grab a banana-shaped taste of the future on your very own Super NES in Donkey and Diddy Kong's fully rendered 32 MEG epic. It's brilliant and it'll set your pants alight. Buy at all costs.





NMS RECOMMENDED

EARTHWORM JIM

FORMAT: SUPER NES
BY: SHINY INTERACTIVE ENTERTAINMENT

Whoa Nellie! The worm and his power suit are hitting the streets this month with their crazy platform-ing antics. Superb visuals, wild sounds, and some of the most imaginative, nay, twisted gameplay scenarios in all christendom make this an absolute must-have for all platforming fans.

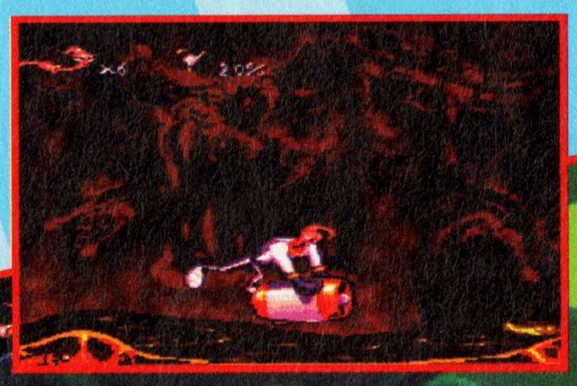
OUT NOW!

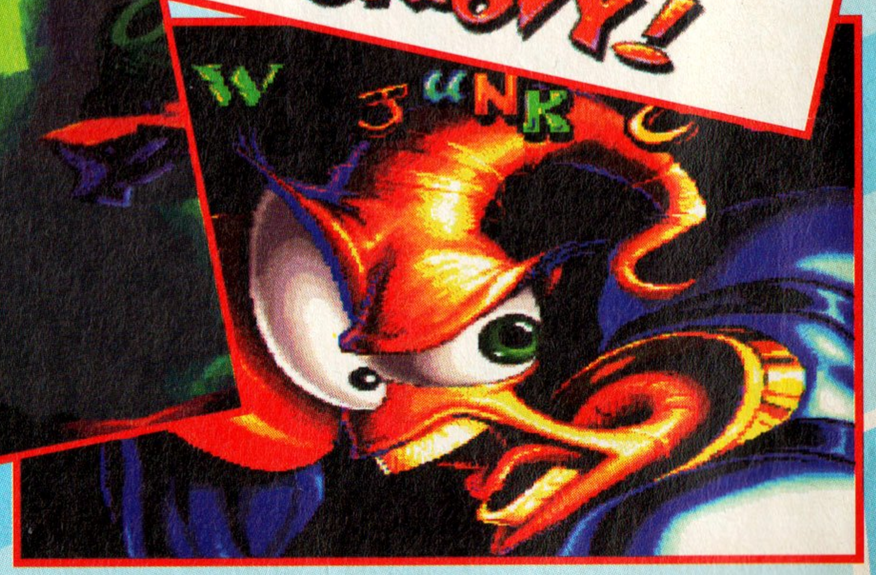
SUPER STREET FIGHTER II

FORMAT: SUPER NES
BY: CAPCOM

It's about time this arcade perfect conversion hit the shelves. Anybody who's anybody will know the score on the 16 guys and gals in their battle to take on Bison. Everything from the coin-op is here including the ace graphics and the superb sound. Trying to steal some of MKII's thunder mehaps!

NMS RECOMMENDED

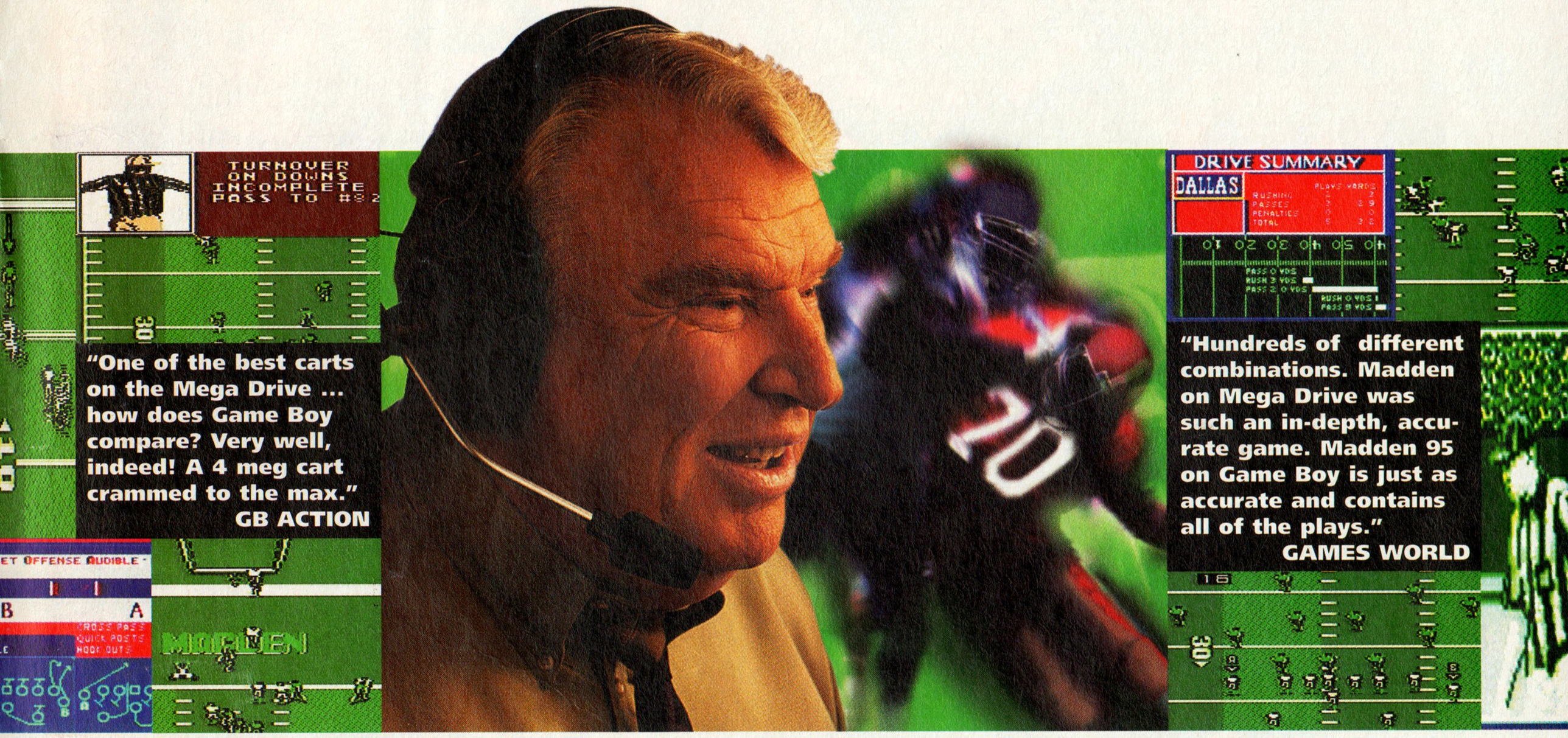




EA SPORTS™

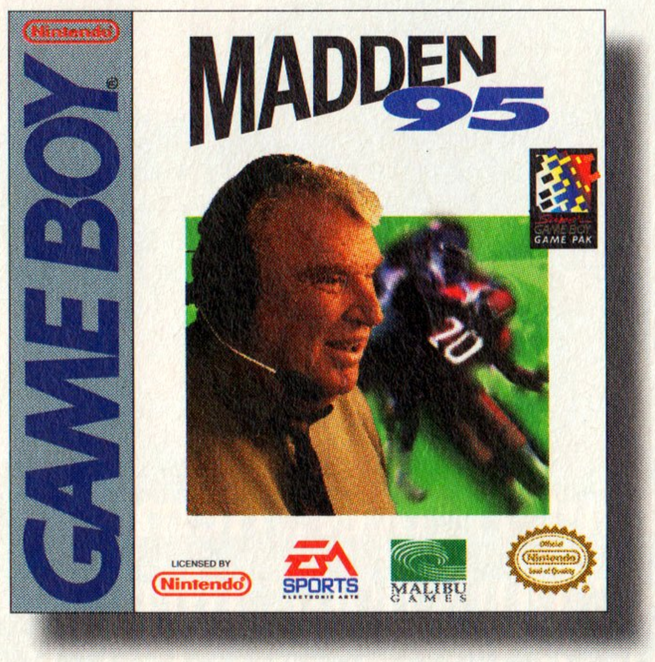
PRESENTS

MADDEN 95


TURNOVER ON DOWNS INCOMPLETE PASS TO #82
DRIVE SUMMARY
DALLAS
"One of the best carts on the Mega Drive ... how does Game Boy compare? Very well, indeed! A 4 meg cart crammed to the max."
GB ACTION
"Hundreds of different combinations. Madden on Mega Drive was such an in-depth, accurate game. Madden 95 on Game Boy is just as accurate and contains all of the plays."
GAMES WORLD

The best selling EA SPORTS' 16-bit Madden NFL 94 is now returning for a new season with the ultimate football game converted to Game Boy.

"May be the finest footie sim ever - down to palm size."
GB ACTION 91%



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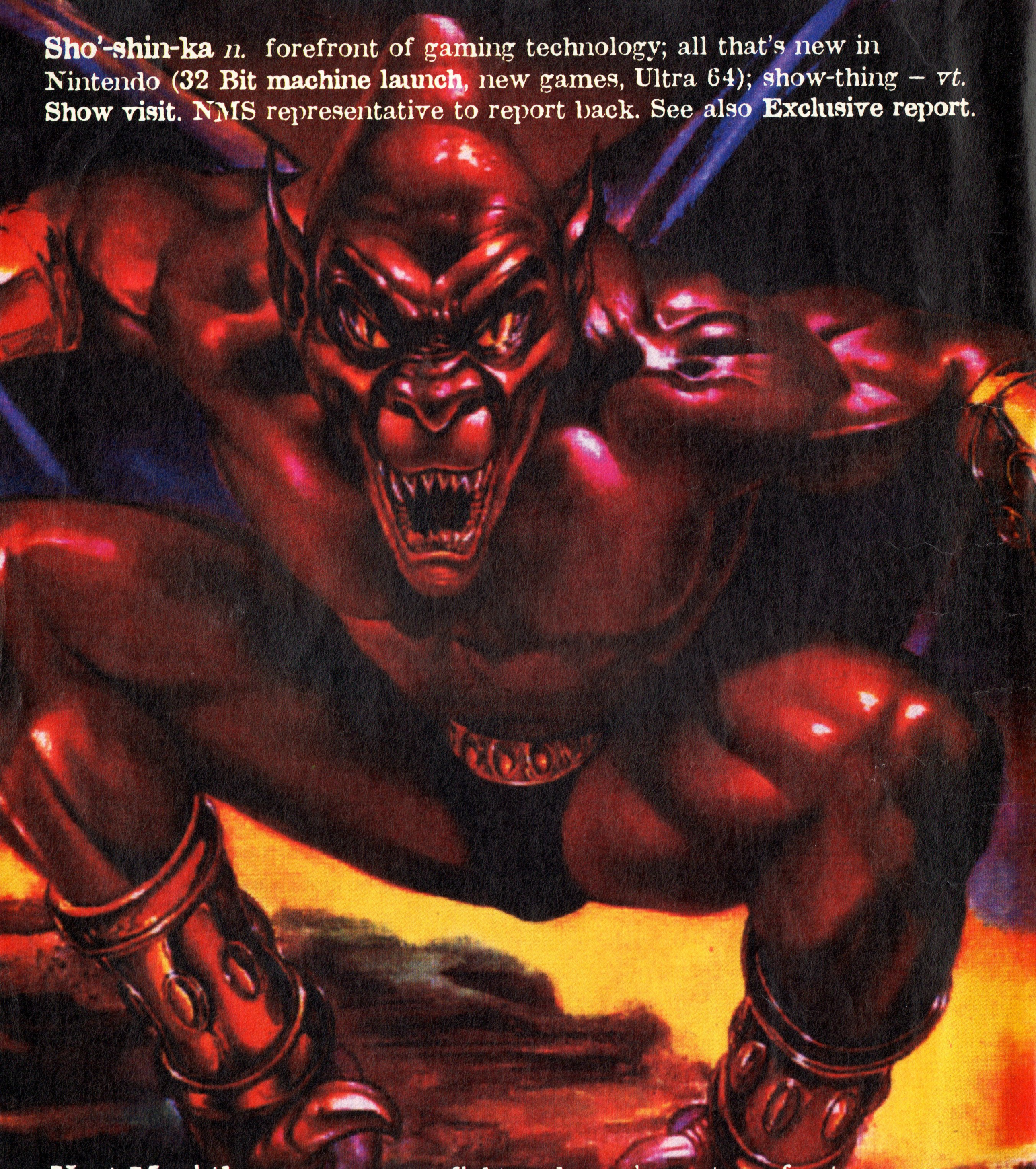
Sho'-shin-ka *n.* forefront of gaming technology; all that's new in Nintendo (**32 Bit machine launch**, new games, Ultra 64); show-thing – *vt.* **Show visit. NMS** representative to report back. See also **Exclusive report.**



Next Mon' th *n.* super street fighter; demon's crest; nosferatu; cannon fodder; space invaders; super punchout; ultimate parodius; goeman 3; cruis'n usa; blackhawk; donkey kong country. See also **And much more besides.** *vt.* **Purchase NMS** Next issue on sale **December 19, £2.45** *(price).*

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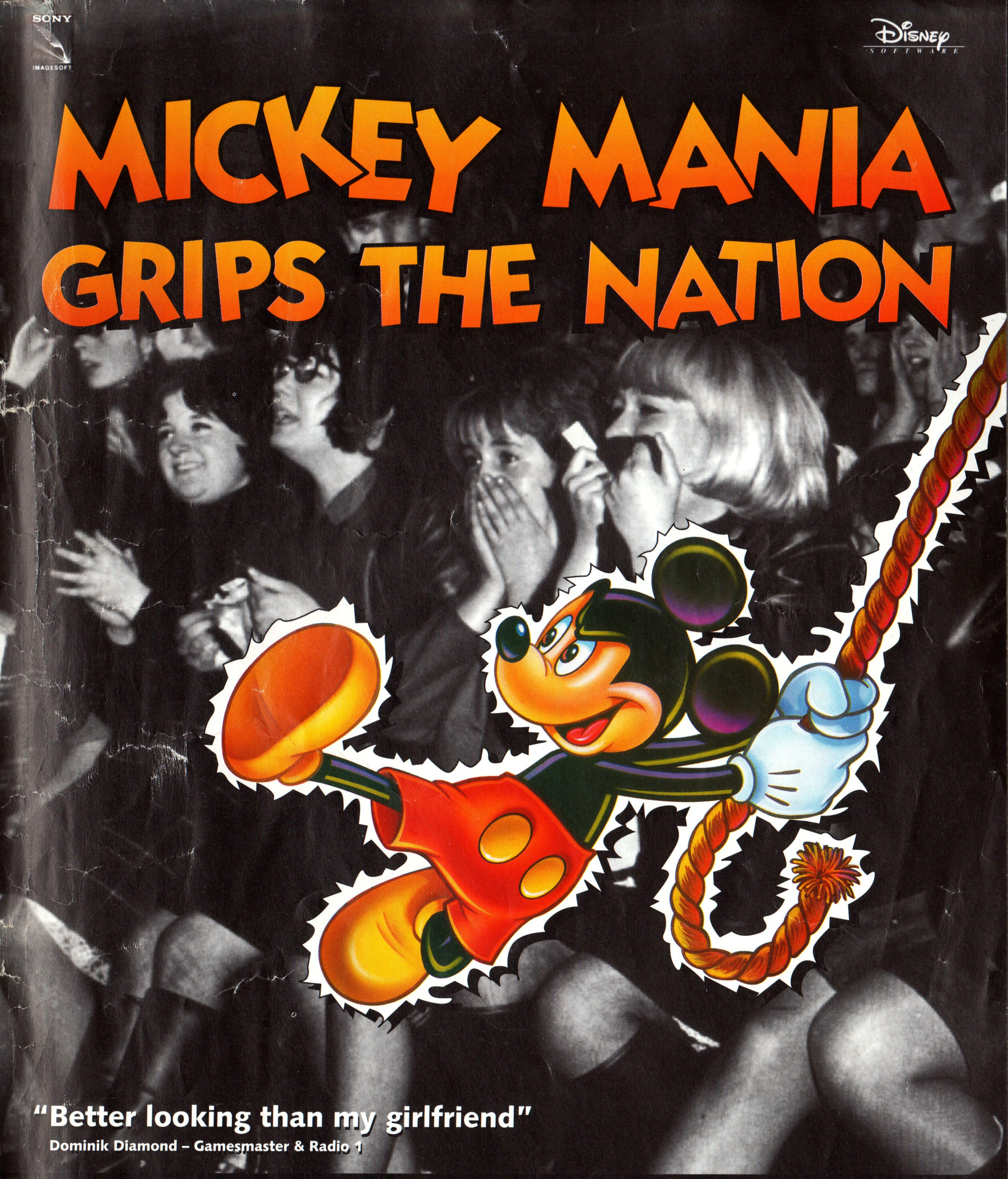
Disney SOFTWARE

MICKEY MANIA GRIPS THE NATION



"Better looking than my girlfriend"
Dominik Diamond – Gamesmaster & Radio 1

90%
MEGA

90%
SEGA POWER

90%
C&VG

SUPER NINTENDO ENTERTAINMENT SYSTEM

SEGA MEGA DRIVE

MEGA-CD

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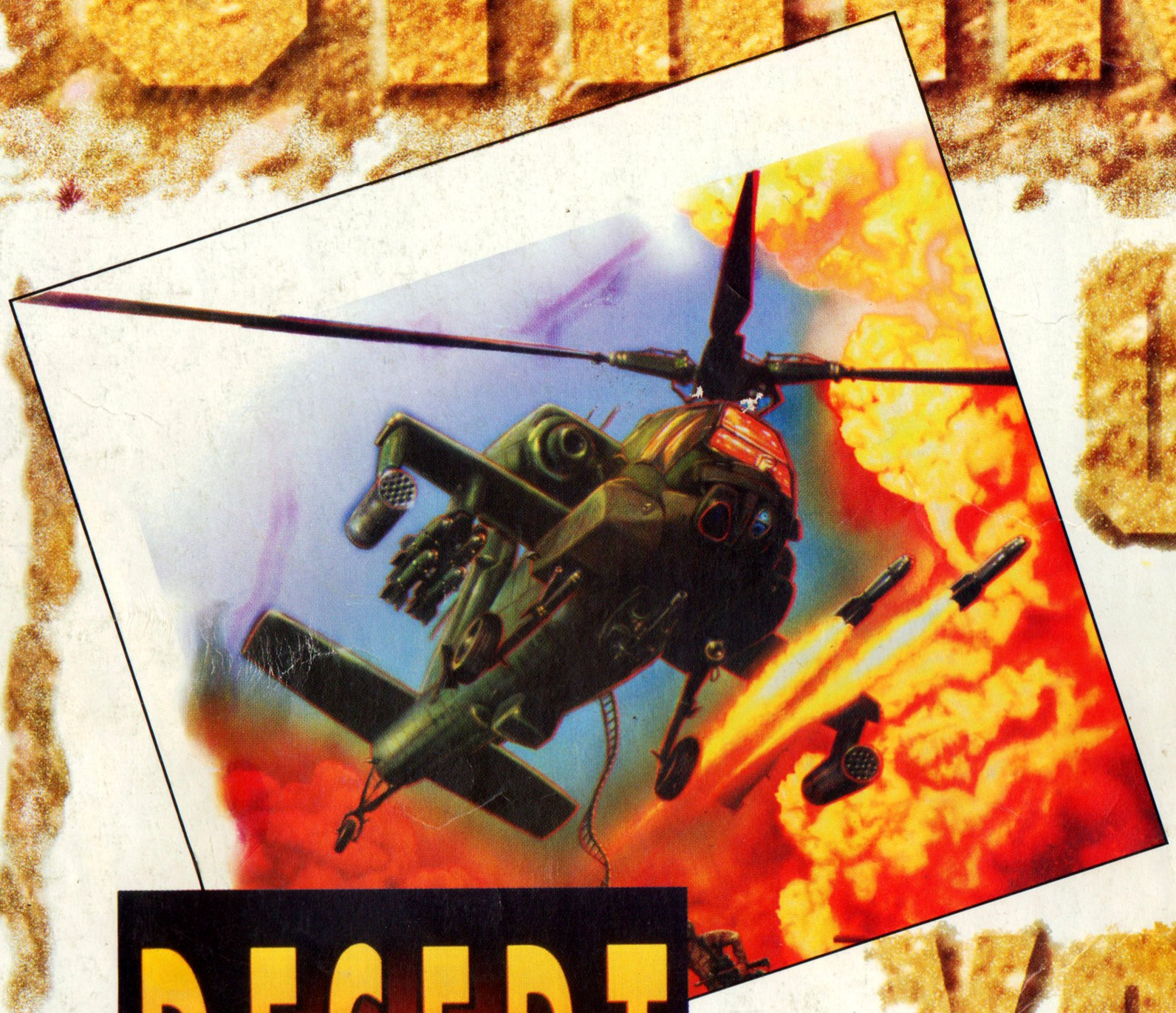

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